



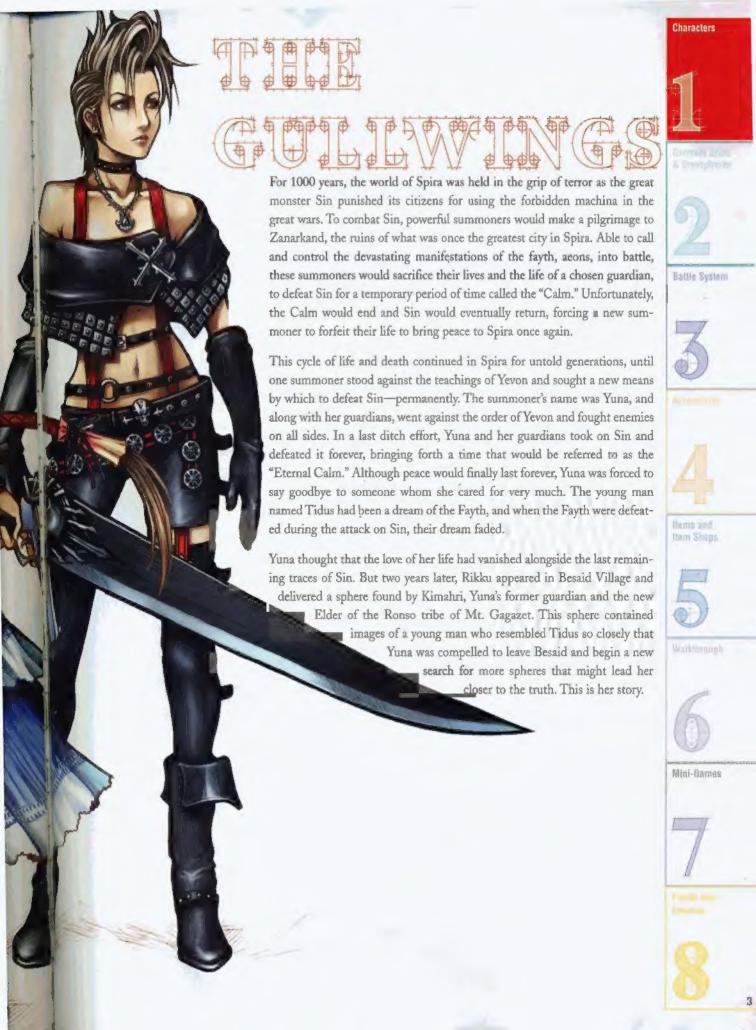






OFFICIAL STRATEGY GUIDE	-
CHARACTERS	003
GARMENT GRIDS & DRESSPHERES	010
BATTLE SYSTEM	046
Accessories	054
ITEMS AND ITEM SHOPS	058
WALKTHROUGH	064
Chapter 1	064
Chapter 2	107
Chapter 3	154
Chapter 4	189
Chapter 5	202
100% Completion Guide	249
MINI GAMES	257
Sphere Break	258
Let's Go Digging!	263
The Calm Lands	267
Chocobo Ranch	281
Gunner's Gauntlet	285
Lightning Rod Towers	287
Cactuar Hunting	289
The Great Mi'ihen Mystery	291
Blitzball	295
Learning the Al Bhed Language	314
FIENDS AND ENEMIES	315







Characters

Aures

Pale

& Descriptions



Sante System



ADGRESSION



Items and Item Shops



Weikthrough



Mini-Games



Flends and Farming





Characters Yuna

Rikku

Paim

Serment Grids & Droupheron



Battle System



Accessores



Items and Item Shops



Welldbrough



Mini-Games



French and



.

PATH

0 0 5 0



FINAL FANTASY X-2 features a new, unique system of character development and combat called the dressphere system. Dresspheres are small spheres that fit into a Garment Grid. When a character equips a Garment Grid, she can then equip any of the dresspheres placed on the grid. A character can also perform a "spherechange" during battle. Each dresspherechange during battle. Each dresspheres placed on the grid. A character can also perform a "spherechange" during battle. Each dresspheres placed on the grid. A character can also perform a "spherechange" during battle.



sphere enables the character to play a unique role in the party. While a character has a dressphere equipped, she will learn a special set of abilitim tailored to the functions of the dressphere. Upon learning all the abilities of a dressphere, the character is said to have "Mastered" the dressphere.

EQUIPPING GARMENT GRIDS AND DRESSPHERES

For a character to use dresspheres, you must first equip a Garment Grid. To equip a Garment Grid, at least one node on the grid must be set with a dressphere. To prepare a Garment Grid for use, press the Triangle button to open the main menu. Open the "Garment Grids" sub-screen and select a grid from the list of acquired Garment Grids.



A list of available dresspheres appears on the left side of the screen. Select dresspheres and set them in the nodes on the Garment Grid. You can speed up this process by using the "Auto" option at the bottom of the list to automatically place a set of dresspheres on the grid. The "Rearrange" option enables you to switch the location of any spheres already placed



on the grid. To remove a dressphere and leave an empty node, move the cursor to the dressphere and press the Triangle button. The "Remove All" option enables you to instantly clear a Garment Grid. This is a handy option if you want to reset the grid with all new dresspheres, or if you no longer want to use the Garment Grid and want it to be grayed out when equipping your characters.

When you change the dresspheres on a Garment Grid that is already in use by one or more characters, you must then equip the characters with a dressphere from the new configuration. If you equip a character with a different Garment Grid, you must also choose a dressphere before exiting the menu. Each character must always be equipped with a Garment Grid and a dressphere.



SPHERECHANGE

When battle begins, a character appears dressed according to the dressphere she is equipped with. During battle, you can use a character's combat turn to perform a "spherechange." Press the L1 button to access the character's Garment Grid. Use the cursor to select the dressphere you want to change into, then press the X button. After doing so, the character changes from the previous dressphere to the new one with a spectacular transformation sequence. If you don't want to view the transformation sequence, or if you prefer to view a shortened version, you can set such preferences in the "Config" sub-screen of the main menu. Regardless of this setting, the full transformation sequence will play whenever the player changes into a dressphere they haven't used before.

Spherechange is a strategic move to use in battle. For instance, once a Thief steals items and pilfers gil from an enemy, you may want to switch to a dressphere that will be more useful in defeating the enemy. Likewise, if a Black Mage runs out of MP and doesn't know the "MP Drain" ability, it's best to switch that character to a dressphere in which they can perform physical attacks that do not require MP.



The second of th

GATES

When a character switches from one dressphere to another, a glowing, blue line is drawn between the two dresspheres on the Garment Grid. If this glowing line passes through a colored gate, the character gains an added ability or status bonus. Such effects can include the ability to cast a spell or a Strength



increase. Note, however, that the effect only lasts until the end of the current battle. Check the description of each Garment Grid to determine what effect a gate on the grid will provide when you pass through it during a spherechange.

SPECIAL DRESSPHERES

By completing certain objectives or quests during the game, the party will find special dresspheres that can only be utilized by one of the three characters. Yuna's special dressphere is Floral Fallal, Rikku's is Machina Maw, and Paine's is Full Throttle. Special dresspheres are not equipped on Garment Grids. The character can always transform into a special dressphere no matter which Garment Grid is equipped.



For a character to spherechange into a special dressphere, you must change to every dressphere on the Garment Grid during a battle. After changing into every dressphere on a fully loaded Garment Grid all the dresspheres on the grid should be connected by blue lines. Press the L1 button to access the



spherechange menu, then press the R1 button to access the character's special dressphere command and press X. A special dressphere change can only be made if the player changes into all the dresspheres on a Garment Grid. This means that a dressphere must be placed in every node on the grid. A Garment Grid with fewer nodes, such as Unerring Path, makes transforming to the special dressphere much easier during combat.

When a character transforms into her special dressphere, the other two characters leave the battlefield. Each special dressphere consists of three sections, each of which receives a combat turn to perform an action. In essence, it's still like a three-character party. Special dresspheres acquire AP just like normal



dresspheres, and the character will learn new abilities and become more formidable in combat while wearing a special dressphere. However, unlike normal dresspheres, the special dresspheres require "key items"

be fully mastred.

LEARNING ABILITIES

Each time a character takes a valid action on the battlefield, that character earns Ability Points (AP) that accumulate toward learning a new ability. To determine which ability the character will learn next, open the main menu and select the Abilities command. Select a character, then press the X button. The character's status and a list of all available dresspheres are displayed on the Abilities sub-screen. The currently equipped dressphere is highlighted by the cursor. Press the L1 or R1 buttons to cycle through the other characters in the party.

After choosing a dressphere, a list of all the abilities that the character has learned, or can learn, appears. The ability that will be learned next is highlighted in yellow. To select a different ability, move the cursor down the list and choose a new ability. Press the L1 or R1 buttons to cycle through the other dresspheres available to the character. As a character learns abilities, new ones may be added to this list. For more detailed information on learning new abilities, refer to the "Dresspheres" section in this chapter.





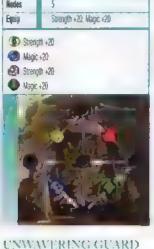
GARMENT GRIDS





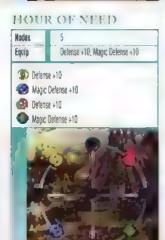


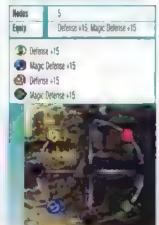




FLASH OF STEEL

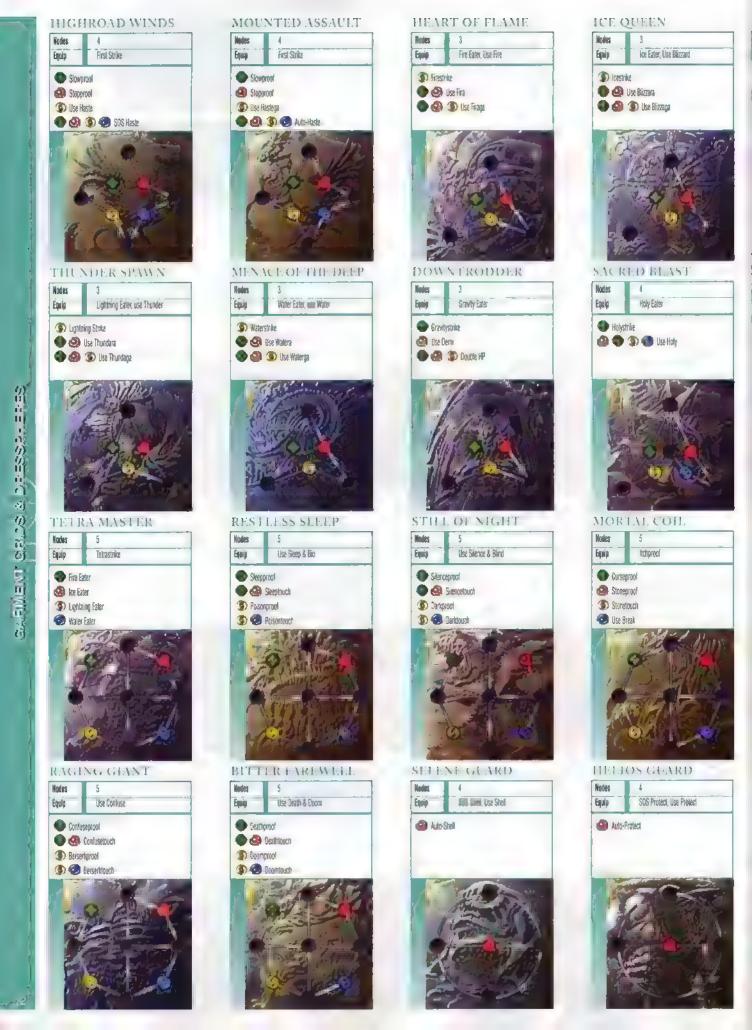


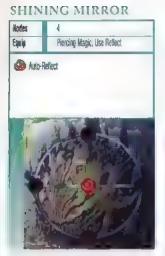


















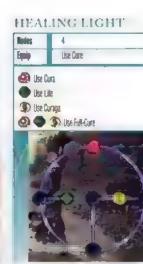
SCOURGEBANE







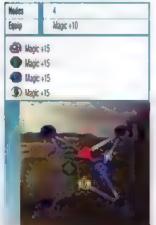












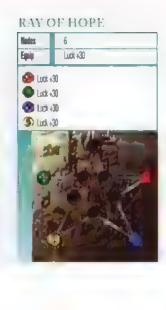
SEETHING CAULDRON











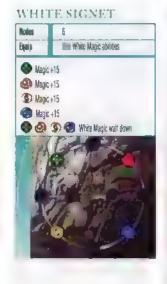




OBCHERONO SON DO SELECTION OF THE PROPERTY







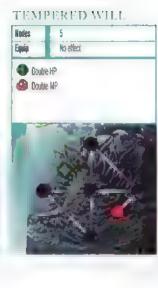
















SALVATION PROMISED

Use White Magic abilities

Equip









SUPREME LIGHT

Hories

Equip	Use White Hagic abil	ities
Use Au	lo-Life D Lise Holy	

MEGIDDO

Equip	Use Black Magic abilities
Use Pla	re D Use Ultima
- 69	gy use want
32	
THE STATE OF	
1	
1	

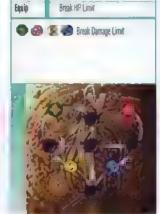
UNERRING PATH



FONT OF POWER



HIGHER POWER



THE END





fremit 3:

DRESSPHERES

GUNNER

MAIN COMMANDS

Attack

Trigger Happy

Gunplay

Item



The Gunner uses firearms to attack enemies. Range isn't a problem and a Gunner's attacks are very effective against flying or airborne enemies. The "Trigger Happy" attack enables you to assail a single foe with a barrage of lower-powered chain attacks (quickly tap the R1 button) during the time allotted. You can even extend the time for "Trigger Happy" by leveling up the ability. At first, a Gunner's attacks won't deal much damage. But as a character gains levels, the Gunner dressphere becomes a powerful tool for quickly disposing of enemies. "Gunplay" abilities feature special shots that require MP to execute. However, unlike most skills and spells, "Gunplay" abilities are immediately performed by the Gunner, similar to physical attacks.

In combat, the Gunner's main job is to attack and destroy enemies. At the start of the game, the Gunner is quite effective at this job. Equip a Gunner with accessories and Garment Grids to boost Strength and Accuracy to inflict more damage. As the character donning the Gunner dressphere gains experience levels and grows in strength, her attacks become more devastating with a higher frequency of critical hits.

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	, 0	0	Attack one enemy.	None
Trigger Happy	0	0	Press R1 repeatedly during allotted time for multiple hits.	None
Potshot	20	8	Damage one enemy.	None
Cheap Shot	30	8	Damage one enemy regardless of its Defense.	Potshot
Enchanted Ammo	30	8	Inflict magical damage on one enemy.	None
Target MP	30	8	Inflict damage on one enemy's MP.	Enchanted Ammo
Quarter Pounder	40	8	Reduce one enemy's HP by one-fourth.	Target MP
On the Level	40	12	Damage one enemy according to the user's EXP level.	Target MP
Burst Shot	60	12	Critically damage one enemy.	None
Tableturner	60	8	Deal greater damage to enemies with high defense.	Potshot
Scattershot	80	8	Damage all enemies.	Burst Shot
Scatterburst	120	36	Critically damage all enemies	Scattershot
Darkproof	30	0	Guards against Darkness.	None
Sleepproof	30	0	Guards against Sleep.	Darkproof
Trigger Happy Lv.2	80	0	Extends the time allotted for Trigger Happy.	None
Trigger Happy Lv.3	150	0	Extends the time allotted for Trigger Happy.	Trigger Happy Lv.2

THIEF



While most enemies will drop items and small amounts of gil after each battle, a Thief can steal additional items, gil, HP, and MP from enemies during combat. While a Thief is neither strong nor sturdy like some of the typical "attacker" types, the Thief's high Agility and Evasion makes it easier to sidestep many physical attacks. By stealing items and using the "Pilfer Gil" ability during every battle, a Thief helps the party to amass an overwhelming supply of medicines, bombs, consumables and accessories, as well as plenty of gil. Stealing is one of the best methods to gain powerful equipment early in the game. The "First Strike" ability of a Thief enables her to get the first turn in combat.

During combat, spend the first few turns stealing items and gil from each enemy on the battlefield. If enemies are reluctant to give up items and your Thief continuously comes up empty-handed, use the "Sticky Fingers" ability to pry the items loose. In particular, bosses usually hold powerful accessories that can only be gained by stealing, so keep a Thief in the party at all times. Help our your fellow party members by halting enemy advancement with "Borrowed Time," or enable the entire party to run simultaneously with the "Flee" ability in case of an emergency.

THIEF ABILITIES				
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Steal	0	0	Steal items from one enemy,	None
Pilfer Gil	30	2	Steal gil from one enemy,	None
Borrowed Time	100	16	Inflict Stop on one enemy.	None
Pilfer HP	60	10	Steal HP from one enemy.	Pilfer Gil
Pilfer MP	60	0	Steal MP from one enemy.	Pilfer HP
Sticky Fingers	120	20	Always steal items from one enemy.	Pilfer HP
Master Thief	140	20	Steal rare items from one enemy.	Sticky Fingers
Soul Swipe	160	12	Inflict Berserk on one enemy.	Pilfer HP
Steal Will	160	18	Cause one enemy to flee from battle.	Soul Swipe
Flee	10	0	Aid the party's escape from battle.	None
Item Hunter	60	0	Improves the odds of enemies dropping items.	None
First Strike	40	0	Act at the beginning of battle.	None
Initiative	60	0	Raises the party's chance of a preemptive strike.	First Strike
Slowproof	20	0	Guards against Slow.	Item Hunter
Stopproof	40	0	Guards against Stop.	Slowproof







Man Garnes

Feenth of



The Gun Mage serves a variety of purposes on the battlefield, which adds up to one deadly combination. A Gun Mage can expose the weaknesses and current status ailments or benefits of a single enemy or ally with the "Scan" ability. Gun Mages learn a variety of "Fiend Hunter" skills that enable them to deal greater damage to certain types of enemies more easily. When dealing with Machina, Mechs, Helms, and Drakes in the early stages of the game, a Gun Mage who has learned the applicable skills will make quick work of these fights. Gun Mages also have the unique ability to learn the special attacks of enemies and use them in battle. When an enemy uses a special ability to attack a Gun Mage during combat, there is a chance that an active Gun Mage will learn the enemy's skill right on the spot. The only problem is whether or not the Gun Mage will survive the attack afterward!

In battle, use "Scan" on unknown enemies to reveal elemental or status weaknesses. For the rest of the battle, attack or perform "Fiend Hunter" abilities, if the types of fiends that the Gun Mage can affect are present. Always bring a Gun Mage if you want to learn new "Blue Bullet" abilities.

GUN MAGE ABILITIES				
NAME	AP	MP	DESCRIPTION	REQUIRED ASSLITIES
Attack	0	0	Attack one enemy.	None
Blue Bullet	0	0	Attack with bullets containing fiend skills.	None
Scan	20	0	View detailed information about one enemy.	None
Shell Cracker	20	3	Deal guadruple damage to Helms.	None
Anti-Aircraft	20	3	Deal quadruple damage to Birds and Wasps.	None
Silver Bullet	20	3	Deal quadruple damage to Lupines.	None
Flan Eater	20	3	Deal quadruple damage to Flans.	None
Elementillery	20	3	Deal guadruple damage to Elementals.	Flan Eater
Killasaurus	20	3	Deal quadruple damage to Reptiles.	None
Drake Slayer	20	3	Deal quadruple damage to Drakes.	Killasaurus
Dismantler	20	3	Deal quadruple damage to Machina.	None
Mech Destroyer	20	3	Deal quadruple damage to Mechs.	Dismantler
Demon Muzzle	20	3	Deal quadruple damage to Imps and Evil Eyes.	Anti-Aircraft
Fiend Hunter Lv.2	30	0	Cuts the time required for Fiend Hunter by 40%.	None
Scan Lv.2	20	0	Allows user to rotate targets when casting Scan.	None
Scan Lv.3	100	0	Allows user to target party members with Scan.	Scan Lv.2

				,1
				2
	-	BLUE BULLET ABILI	TIES	i di disper
ABILITY	MP	BESCRIPTION	LEARNED FROM	
Fire Breath	28	Deal fire damage to all enemies.	Balivarha	1 /
Seed Cannon	28	Damage one enemy.	Leucophylla, Cephalotus	
Stone Breath	32	Petrify all enemies.	Tomb, Monolith, Dolmen, Epitaph	
Absorb	3	Absorb HP and MP from one enemy.	Protochimera, Haizhe, Baralai (CH. 2), Flan Azabache, Jahi, Cindy, Vegnagun	Man-Gam
White Wind	16	Restore some HP to the party and cure status ailments.	Bully Cap, Coeurl, Queen Coeurl, Mycotoxin, Ms. Goon	Auto Gain
Bad Breath	64	Inflict status ailments on all enemies.	Malboro, Great Malboro]
Mighty Guard	32	Cast Shell and Protect on the party.	Haizhe, Garik Ronso	
Supernova	70	Damage all enemies.	Ultima Weapon, Paragon	
Cry in the Night	80	Damage all enemies.	Mega Tonberry	
Drill Shot	32	Damage one enemy.	Baralai (CH. 5)	4
Mortar	99	Damage all enemies.	Gippal	Flends swi
Annihilator	48	Damage all enemies.	Experiment	Entrolisa
Heaven's Cataract	22	Damage all enemies and lower Defense and Magic Defense.	Kukulcan, Gucumatz, Chac	
1000 Needles	24	Damage one enemy.	Cactuar	
Storm Cannon	38	Damage all enemies.	Ironside	
Blaster	30	Damage one enemy.	Coeurl, Queen Coeurl	

dire adjess

Garment Grids & Dresspheres



Battle System











The Warrior, Paine's initial dressphere, is the first of many strong "attacker" dresspheres in the game. The main function of a Warrior is to hit enemies hard and bring down large amounts of enemy HP with each strike. A Warrior benefits from a lot of HP, but lacks a respectable amount of MP. A Warrior's "Swordplay" skills are all low MP-cost abilities that fuse magic with metal in a powerful attack designed to exploit enemy weaknesses. A Warrior can also make many enemies easier to defeat by lowering their attacking power, defense, and spell casting abilities. Additionally, a Warrior can also delay the action of an enemy with "Delay Attack" and "Delay Buster."

During battles, if an enemy is taking less than the normal amount of damage from a Warrior's attack, use "Swordplay" abilities to exploit elemental weaknesses or inflict status ailments on it. Without restorative abilities, a Warrior must depend on others to regain lost HP.





Battle System



A PARTY AND A			WARRIOR ABILITIES	
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sentinel	20	0	Take less physical damage until next turn.	None
Flametongue	20	14	Deal fire damage to one enemy.	None
Ice Brand	20	4	Deal ice damage to one enemy.	None
Thunder Blade	20	4	Deal lightning damage to one enemy.	None
Liquid Steel	20	4	Deal water damage to one enemy.	None
Demi Sword	60	6	Deal gravity damage to one enemy.	Flametongue, Ice Brand Thunder Blade, Liquid Steel
Excalibur	120	24	Deal holy damage to one enemy.	Demi Sword
Power Break	30	4	Damage one enemy and lower its Strength.	None
Armor Break	30	4	Damage one enemy and lower its Defense	None
Magic Break	30	4	Damage one enemy and lower its Magic.	None
Mental Break	30	14_	Damage one enemy and lower its Magic Defense.	Magic Break
Delay Attack	100	10	Damage one enemy and delay its action.	Armor Break
Delay Buster	120	16	Damage one enemy and greatly delay its action.	Delay Attack
Assault	100	0	Cast Berserk, Haste, Shell, and Protect on the party.	Sentinel
SOS Protect	20	0	Casts Protect when HP is low.	Sentinel

Mm)-Games

Florida and Essimens

ALCHEMIST		
MAIN COMMANDS		
Attack	WHEN THE REAL PROPERTY OF THE PARTY OF THE P	
Mix		4.5
Stash		
Item		

An Alchemist has the ability to help the party make the most of their items. The "Mix" ability enables an Alchemist to combine any two items for greater effect. For example, a Potion and a Hi-Potion can be combined to achieve the effect of a Mega-Potion, which restores 2000 HP to each party member simultaneously. It's easy to see that the "Mix" ability makes it possible to use items you don't have by combining two lesser items. An Alchemist can also learn to create extra items and use them during a battle. Since an Alchemist can also attack, equip your party's main "healer" with this dressphere in the latter half of the game.

In any battle, have an Alchemist attack until a need for mixing or healing arises. If all the enemies can be affected by some status ailment, then mix up the appropriate bomb and launch it at them. If your party gets into trouble, have an Alchemist mix up restorative items or create new items by using her "Stash" skills.

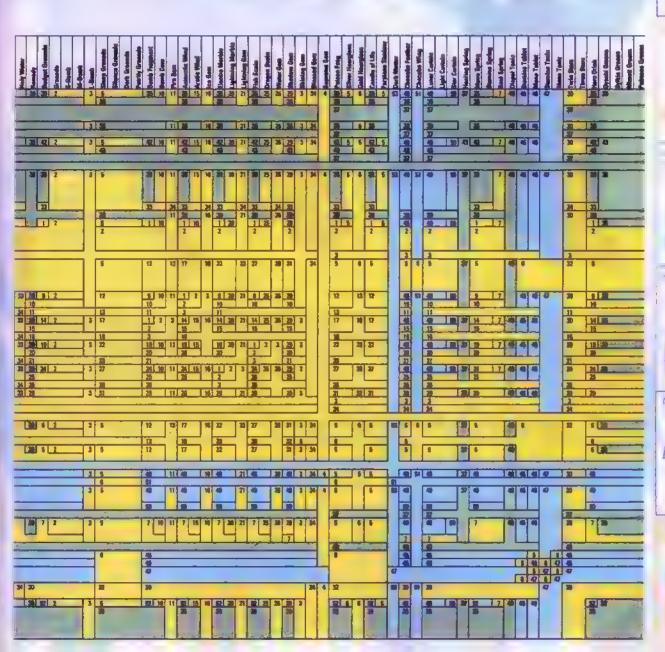
A1	TACK TYPE
_1	Ринеаррие
2	Potato Masher
3	Cluster Bomb
4	Sunburst
5	Blaster Mine
6	Hazardous Shell
7	Soul Spring
8	Soul Sea
9	Heat Blaster
10	Firestorm
11	Burning Soul
12	Brimstone
13	Abaddon Flame
14	Snow Purry
15	1cefail
16	Winter Storm
37	Black Ice
38	Krysta
19	Thunderboit
20	Rolling Thunder
21	Lightning Bolt
55	Electroshock
23	Thunderblast
24	Waterfall
25	Flash Flood
	Tidat Wave
27	Aqua Toion
28	Dark Rain
100	Nega Burst
30	Black Hole
31	Taliboy
32	Grand Slam
33	Archangel
34	White Hole
	AVERY TYPE

FIE	COVERY TYPE
35	Hi-Potion
35	Mega-Polion
37	Liftra Polion
35	Remedy
39	Partacea
40	Ultra Cure
41	Final Eleut
42	Maga Phoenix
43	Final Phoenix
44	Fantasy Phoenix

	SUPPORT TYPE
45	Mega Vitality
46	Mega Mana
47	Mega Cocktail
48	Chocoba Wing
49	Wall
50	Hi-Waff
51	Final Wall
52	Hero Drink
53	Miracle Drink

Publish Publish September September	and a						_		1					
Publish								E	-1					
Publish Sale	First		ı		1		3	ě	3		老			8
Publish RR-Publish RR-RR-RR-RR-RR-RR-RR-RR-RR-RR-RR-RR-RR-		3	2	į	ě	n	2		3	:5	1		-	Eps Braps
Ri-Purision	Beden			**			-	-	2	5			. AL	. II
E-Protect 20 20 25 25 25 27 27 27 27 28 27 28 27 28 28	NL-Police		80	,,,,,,			34		70	-			_	_
Margar Provision Section Secti	E-Protion	37				_						77		П
Find of the Process 190 63 42 64 62	Maga-Postes	1												
Tyrhocker (Nove)	Ether	3		}		31						35		
Prince Prince 22	Tpriso Ether	Z,		_		_	۳,	_				J.		
Chair Street St	Phosaix Done	2	4					42			44		_	_
Activities	Phas Phones		-	_	_	_	_	4		77	- 11	꾟	-	-
Sept	Manativir		-	_	-	-	_	44	=		1 41	- SJ	-	-
Sept	Series .		21	22	-	63	77	36				FI	_	=
Section Screen Series Scre	Soft			_		-	-		~	-		п		
Eiche Screwe Holy Weiter 33 30 Remerby 20 30 Remerby 30 30 30 Remerby 30 30 30 30 Remerby 30 30 30 30 30 30 30 30 30 30 30 30 30	Egy Droge	1			п									
Remore by 1 38 29 39 1 45 1 1 1 1 1 1 1 1 1	Esta Screen				-									
Persign Commends 2	Hory Water	33			-			33				33		
Process	Barnery .	11	2.0		3	專		38	-					
##	Pulpe Greende		36						43					
##	G Parel	2				2		Z				2		
C-Browne	M. House	f .												
Scheening Developed		1	_		_	-	=	-		=		1	-	-
Secretar Developed Develop	Stone Greenie	6		107		-6	8	5		37		5	_	_
Part	Silence Greenie	1				ľ	Н			~		_		
Petro Continuent	Dark Granade	1			1									
Bernel Caro	Pertil Granade													
Remark Corn 19	Bomb Framment	1	30			m		. 9	41			Ĵ.		_
### Americal Wilson 14 38 37 18 18 37 18 18 15 15 15 15 15 15	Bamb Corp					10		10				10	_	_
Arross Witted 15	Flee Gen			-	_	M			-	_			_	_
International Content Inte	Antercise Wind		30	20			33		5	31				_
Blackte Mischelle			_	_	_	. 15.		. 19	-			13	_	
Lightenium Melvide 20	Clarita Madda	PR		177		E"	41	10	42	97			_	_
		70	MIC.	20		7	11		-	-				_
Part Serie 24 33 37 24 43 37 27 28 28 27 29 28 28 29 29 29 29 29 29 29 29 29 29 29 29 29	Lietzsing Gem				_			J. HOK.	_			21		
Presspore (Ecolo 22 23 25 25 25 25 25 25 25 25 25 25 25 25 25	Part Scale		38	37			87	24	43	37				
Profession 28	Dragor Ecolo	25				25		ŏ				25		
State Section Sectio	Heter Gem	26			_			_	_			24.		_
Blancaren Genom St.	Badew Gam		_	37		7.	22	22	_	37		21		
Secretary Secretary Secretar	Shining Germ	1	_					_				2		
Passes Fees St.						_	-	-	-	-	_	31	-	-
Server Neverplates Section Sec	-		100	177			10	E 5	ab I	-tra	41	T.		
Security of Units	Citizen Managhana	1 2 1	-	94		E.	40	3.6	-12	49	91			
Carefor of Life Free Carefor of Life Car	Gold Hoursdays	8	_		_		_					5	_	
Texahure Checapter Checa	Candle of Life	5		32		20	37	5	43	37		5		
Durk Harter Sile	Forsiume Shedow													
Checapte Whee St.	Durk Matter	9												
Agenci Certapin 40 37 40 37 41 40 12 12 12 12 12 12 12 1	Diocolo Fastier	1		17		44	27	41		Ÿ	-51	. 50.		_
Sect Cartains Sect Sec	Checola Wire				_		_		_					
No. Corporation 20	Lanes Cursain			27		40	37	46		37	41	49		
New Surring 37		-				_			_					
Remain or Earling					ı	100		59	-					-
Remain or Earling	Mana Spring	7	100		- 1	491		7				7	_	-
Cost Spering 10 7 10 10 10 10 10 10		11						Ľ	١,			-		
		1				7		,	╡					
Remains Tablet 45 46 46 46 46 47 48 47 48 48 49 49 49 49 49 49		40										40		
Misson Technol		46										46		
Mane Tonic 20 20 27 28 2	Mayo Tables	46	_											
Twin Starts 30 61 30 167 30 17 30 30 37 30		47												
		-					-	-	_	-	March 1			
Mario Drink 52 38 37 38 37 52 43 37 52 Syrahi: Gregory 28 43 37		3									81	36		
Gygahi Gregory 28 G 31		pa t	90	37	-7	garl	925	gol	421	317		154		
	Republi Grance	1	90	of		-	3		70	201		34		-
	Selleia Genner											-		

ALOUGHICT ADULTIC							
ALCHEMIST ABILITIES							
NAME	AP	MP	DESCRIPTION	REQUIRED ADILITIES			
Attack	0	0	Attack one enemy.	None			
Mix	0	0	Combine two items for various results.	None			
Potion	10	0	Use a spare Potion that you tucked away.	None			
Hi-Potion	40	0	Use a spare Hi-Potion that you tucked away,	Potion			
Mega-Potion	120	0	Use a spare Mega-Potion that you tucked away.	Hi-Potion			
X-Potion	160	0	Use a spare X-Potion that you tucked away.	Mega-Potion			
Remedy	20	0	Use a spare Remedy that you tucked away.	None			
Dispel Tonic	20	0	Use a spare Dispel Tonic that you tucked away.	Remedy			
Phoenix Down	30	0	Use a spare Phoenix Down that you tucked away.	None			
Mega Phoenix	200	0	Use a spare Mega Phoenix that you tucked away.	Phoenix Down			
Ether	400	0	Use a spare Ether that you tucked away.	Dispel Tonic			
Elixir	999	0	Use a spare Elixir that you tucked away.	Ether			
Items Lv.2	30	0	Cuts the time required to use Items by 80%.	None			
Chemist	40	0	Doubles the potency of recovery items.	None			
Elementalist	80	0	Doubles the potency of elemental items.	None			
Physicist	100	0	Doubles the potency of non-elemental items.	Elementalist and Chemist			





Characters





Battle System







SAMURAI



Another strong "attacker" type of dressphere, the Samurai inflicts large amounts of damage with a huge sword. The Samurai is surprisingly agile in spite of this heavy weapon and evades many attacks with surprising ease. However, the weight of the weapon makes it more difficult to hit flying or evasive targets. While many of the Samurai's abilities revolve mainly around striking non-elemental damage against one or more foes, this dressphere also bestows the user with many talents for reducing the magical enhancements of enemies while boosting the Samurai's own ability to fight. Thus, a Samurai specializes in creating a level playing field where honor can be maintained during combat.

During combat, use a Samurai to strike enemies and cause massive damage. If the enemies show unusually high defense or if they cast beneficial status-raising spells, use the Samurai's "Fingersnap," "Nonpareil," and "No Fear" abilities to elevate the Samurai to the fiends' level. Even with the "Clean Slate" ability, a Samurai must still depend on others to regain lost HP







Bathe System





CAMURAL ABILITIES:							
HAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES			
Attack	0	0_	Attack one enemy.	None			
Spare Change	0	0	Attack by throwing gil.	None			
Mirror of Equity	30	16	Attack one enemy, dealing greater damage when HP is low.	None			
Magicide	30	4	Inflict damage on one enemy's MP.	None			
Dismissal	30	10	Halt the pending action of one enemy.	Magicide			
Fingersnap	40	10	Revert one enemy's attributes to normal levels.	Dismissal			
Sparkler	40	12	Damage one enemy.	None			
Fireworks	60	18	Damage all enemies.	Sparkler			
Momentum	60	10	Deal increasing damage as you defeat more enemies.	Sparkler			
Shin-Zantetsu	100	32	Instantly defeat all enemies. Sometimes fails.	Momentum			
Nonpareil	20	10	Raise the user's Strength and Accuracy.	None			
No Fear	30	12	Cast Shell and Protect on the user.	Nonpareil			
Clean Slate	40	16	Restore HP and cure user of status ailments.	No Fear			
Hayate	60	20	Raise Evasion and cast Haste on the user.	Clean Slate			
Zantetsu	140	0	Instantly defeat one enemy. Sometimes fails.	Shin-Zantetsu			
SOS Critical	80	0	Always inflict critical hits when HP is low.	Fireworks			

· Mari-Fames

1

Fleads 25. Epeman

DARK KNIGHT



A death-dealer born of shadow, the Dark Knight infuses the crafts of the Underworld to deal massive damage enemies on the battlefield. As is the law in the nether realms, the Dark Knight can sacrifice HP or her own life to defeat enemies. With the "Darkness" attack, a Dark Knight can sacrifice 1/8 of her total H to inflict exorbitant amounts of damage to the entire enemy party. On the next turn, the Dark Knight can regain some of the HP sacrificed by using the "Drain ability. The "Charon" ability enables a Dark Knight to sacrifice herself to inflict heavy damage on a single foe. However, the Dark Knight is removed from you party for the rest of the battle, and will not gain EXP following a victory. Use "Charon" only as a last resort. The Dark Knight can also make herself immune many status ailments by learning a complete set of auto-abilities.

During battle, have a Dark Knight use "Darkmess" to damage all of the enemies at once, followed by a regular attack on a single foe. If some enemies prove dificult to defeat, try casting "Black Sky." While a Dark Knight can recover small amounts of lost HP by draining it from enemies, it is wiser and more beneficifor a Dark Knight to work in conjunction with a good "healer" type, such as a White Mage or an Alchemist.





Battle System



			4411	
			N/L	
			DARK KNIGHT ABILITIES	
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Darkness	0	0	Sacrifice HP to damage all enemies.	None
Drain	20	8	Absorb HP from one enemy.	None
Demi	20	10	Reduce the HP of all enemies by 1/4.	None
Confuse	30	12	Confuse one enemy.	Demi
Break	40	20	Petrify one enemy.	Confuse
Bio	30	16	Poison one enemy.	None
Doom	20	18	Doom one enemy. Enemy is KO'd when the count reaches 0.	Bio
Death	50	24	Instantly defeat one enemy. Sometimes fails.	Doom
Black Sky	100	80	Randomly damages enemies.	Death
Charon	20	0	Sacrifice life to heavily damage one enemy.	None
Poisonproof	30	0	Guards against Poison.	None
Stoneproof	30	0	Guards against Petrification.	Poisonproof
Confuseproof	30	10	Guards against Confusion.	Stoneproof
Curseproof	30	0	Guards against Curse.	None
Deathproof	1 40	9 ()	J Guards against Death.	Curseproof

Pleads soil Farmies

51 J. C. Phy.

BERSERKER

Attack Berserk Instinct Howl





The Berserker dressphere is quick and attacks with furious abandon. The Berserker strikes with its razor-sharp claws, inflicting damage to a single foe. The damage inflicted can increase when the user casts "Berserk" on herself. While in this state, a Berserker attacks automatically. Once a Berserker has learned hard-to-obtain auto-abilities (such as "Counterattack," "Magic Counter" and "Evade & Counter"), the character can strike back automatically multiple times per turn based on the enemies' actions. Couple this with the "Auto-Regen" ability and the Berserker becomes an independent killing machine with little need for help from the other party members.

Start each battle by doubling a Berserker's HP with the "Howl" ability, then determine your strategy and cast "Berserk" if all you need to do is attack. While doing all of this causes a Berserker to stay out of the battle for the first few rounds, the result is devastating to the enemy party.



		1		
		40	1 70	
		116		
		1.3		
			BERSERKER ABILITIES	
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Berserk	0	0	Boost the user's Strength but lose control of her actions.	None
Cripple	20	6	Halve one enemy's HP.	None
Mad Rush	30	6	Heavily damage one enemy, Often fails.	Cripple
Crackdown	30	6	Damage one enemy and nullify Shell, Protect, and Reflect.	None
Eject	40_	8	Instantly defeat one enemy. Sometimes fails,	Mad Rush
Unhinge	40	8	Damage one enemy and lower its Accuracy and Evasion.	Crackdown
Intimidate	50	8	Inflict damage and Slow on one enemy.	Unhinge
Envenom	30	10	Inflict damage and Poison on one enemy.	None
Hurt	60	10	Damage one enemy according to the user's current HP.	Envenom
Howl	80	0	Double the user's max HP.	Mad Rush
Itchproof	20	0	Guards against Itchy.	Cripple
Counterattack	180	0	Strike back after being physically attacked.	None
Magic Counter	300	0	Strike back after being attacked with magic.	Counterattack
Evade & Counter	400	0	Evade physical attacks and strike back.	Magic Counter
	80	0	Automatically casts Regen.	Hurt





Baltle System





bon. Games



France and





The Songstress dressphere transforms its user into a singing sensation who uses music and dance to distract the enemies from damaging the party. By learning the various "Dance" moves available, a Songstress can inflict status ailments on the enemy party with a 100% success rate (except in cases where enemies are immune to the status ailments). For example, while a Songstress is present, you can blind the entire enemy party to prevent them from striking with physical attacks, or even stop them completely to make them easier targets. The Songstress has no ability to attack or heal unless she is equipped with the proper Garment Grids or accessories. While equipping and mastering this dressphere, it's a good idea to equip accessories or Garment Grids that allow you to use the attack or healing abilities of another dressphere, so that the Songstress can adapt to emergency situations.

During combat, use "Dance" abilities to negate the enemies' combat abilities, or throw the whole party into a frenzy by casting "Jitterbug." A Songstress won't get another turn until the effects of the previous dance have ended. If a Songstress can't inflict status ailments on an enemy due to immunities, use "Sing" abilities to boost the attributes of allies.

THE BOOKS OF MAGICAL DANCES

To learn "MP Mambo" and "Magical Masque," you must acquire two key items: Magical Dances, Vol. I and Magical Dances, Vol. II. Volume I is obtained by defeating the boss enemies inside the Den of Woe at Mushroom Rock. Volume II is obtained by defeating the Experiment machine at Diose Temple during Chapter 5, when the boss's Attack, Defense, and Special parameters are all at level 5.

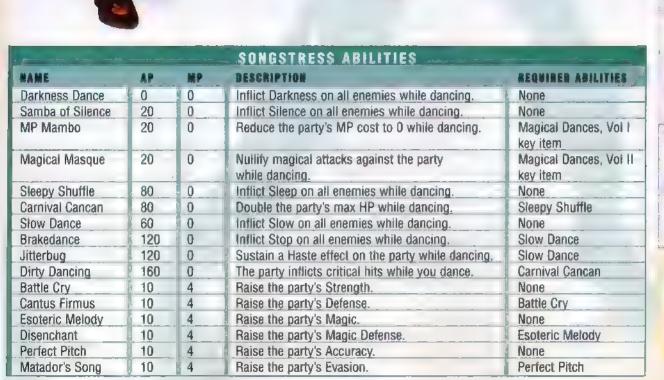






Battle System





landds and Casmins

BLACK MAGE

MAIN COMMANDS Black Magic Focus MP Absorb Item



Utilizing the forces of elemental magic, the Black Mage focuses power to attack enemies with incredible spells. Control of such energy weighs heavily upon the physical frame, so characters equipping the Black Mage dressphere will have higher MP but lower HP and high Magic and Magic Defense, but low Strength and Defense. Protect Black Mages by equipping accessories and Garment Grids that raise HP and Defense. Without the ability to perform physical attacks, the Black Mage becomes useless on the battlefield once her MP is depleted. Since the learning of spell abilities is a gradual process requiring lots of battles, start by learning to bolster the magic at your disposal by learning the "Focus" and "MP Drain" abilities. By raising your Black Magic Level, you can assure shorter casting times. During the latter stages of the game, many enemies will be more difficult to defeat due to their higher Magic Defense. When placing the Black Mage dressphere on a character's Garment Grid, complement it with a dressphere that focuses on physical attacks. This should enable your character to remain useful even after MP is depleted or enemies become resistant to magic.

On the battlefield, the Black Mage depends on the defense of "attacker" types and the support of "healer" types. Never allow more than one character to equip a Black Mage dressphere at a time to avoid throwing off the balance of the party. Begin each battle by using "Focus" for stronger spell casting, then target spells at one or multiple enemies. When MP gets low, drain power from enemies instead of consuming Ethers.

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Fire	0	4	Deal fire damage to one or all enemies.	None
Blizzard	0	4	Deal ice damage to one or all enemies.	None
Thunder	0	4	Deal lightning damage to one or all enemies.	None
Water	0	4	Deal water damage to one or III enemies.	None
Fira	40	12_	Deal fire damage to one or all enemies.	None
Blizzara	40	12	Deal ice damage to one or all enemies.	None
Thundara	40	12	Deal lightning damage to one or all enemies.	None
Watera	40	12	Deal water damage to one or all enemies.	None
Firaga	100	24	Deal fire damage to one or all enemies.	Fira
Blizzaga	100	. 24	Deal ice damage to one or all enemies.	Blizzara
Thundaga	100	24	Deal lightning damage to one or all enemies.	Thundara
Waterga	100	24	Deal water damage to one or all enemies.	Watera
Focus	10	0	Raise the user's Magic.	None
MP Absorb	10	0	Absorb MP from one enemy.	Focus
Black Magic Lv.2	40	0	Cuts the time required for Black Magic by 30%.	MP Absorb
Black Magic Lv.3	60	0	Cuts the time required for Black Magic in half.	Black Magic Lv.2



While actively equipped by a party member, the White Mage dressphere enables a character to provide constant healing and support to all allies. Unable to attack under normal circumstances, the White Mage works to prevent the other characters from falling into KO status and to remove harmful status ailments affecting allies. Protective spells, such as "Protect" and "Shell," enable a White Mage to reduce the damage inflicted on the party. Abilities such as "Dispel" enable a White Mage to level the battlefield by removing status benefits an enemy may be using on itself, and "Reflect" causes most magic spells cast on the party to be bounced back at the enemy who attempted to cast it. While the presence of a White Mage limits the amount of damage the party can inflict on the enemy, it also enables the party to survive battles much easier. White Magic abilities learned through this dressphere will be useful throughout the game.

During combat, use the "Pray" ability during each combat turn to restore small amounts of HP to the entire party, even if such restoration is not required at the time. If the party is sustaining heavy damage, use "Cure," "Cura" or "Curaga" spells to cure one or all party members at once. Cast "Protect" to diminish physical damage, or "Shell' to reduce damage from magic.

WHITE MAGE ABILITIES							
NAME	AP	MP	DESCRIPTION	BEQUIRED ABILITIES			
Pray	0	0	Restore a little HP to the party.	None			
Vigor	20	0	Restore some HP to the user.	None			
Cure	20	4	Restore a little HP to one or all party members.	None			
Cura	40	10	Restore some HP to one or all party members.	None			
Curaga	80	20	Restore a lot of HP to one or all party members.	Cura			
Regen	80	40	Gradually restore one character's HP over time.	Curaga			
Esuna	20	10	Cure one character's status ailments.	None			
Dispel	30	12	Negate all spell effects on one enemy.	Esuna			
Life	30	18	Revive one KO'd character.	None			
Full-Life	160	60	Revive one KO'd character and fully restore HP.	Life			
Shell	30	10	Reduce magical damage inflicted on the party.	None			
Protect	30	12	Reduce physical damage inflicted on the party.	Shell			
Reflect	30	14	Deflect spells cast at the party back at the enemy.	Protect			
Full-Cure	80	99	Fully restore one character's HP and cure status ailments.	Regen			
White Magic Lv.2	40	0	Cuts the time required for White Magic by 30%.	Vigor			
White Magic Lv.3	60	0	Cuts the time required for White Magic in half.	White Magic Lv.2			









Mini-Games



Frendt and {oravea

LADY LUCK

MAIN COMMANDS Attack Gamble Tantalize Bribe

The Lady Luck dressphere transforms a character into a seductive and deceptive vixen who can use her feminine wiles to take enemies for all they're worth. Since the regular attack power of this dressphere is somewhat low, the effectiveness of Lady Luck is heavily dependent on a roll of the dice or a spin of the reels. The "Two Dice" ability enables Lady Luck to roll 2 dice that determine the number of quick, non-elemental attacks that the target foe will suffer. "Four Dice" is essentially the same attack against an entire party of foes, except 4 dice are rolled instead of 2. These are the skills that Lady Luck must resort to when a foe is resilient against normal attacks. The various "Reels" abilities provide further control over the forces of chance, since you can form Lady Luck's attack by stopping the reels on three identical icons. However, if you fail to stop the reels on an exact trio, the results can be devastating to your allies instead of the enemies. An auto-ability like "Double EXP" is sure to carry a Lady Luck character to level 99 in no time, while "Double Items" and "Gillionaire" will have the entire party rolling in gil and

During each combat turn, practice any form of reels and go for the best results possible. Stop the first reel on any icon, then try to stop the remaining reels on the exact same picture. If the results are disastrous, simply perform only physical attacks for the rest of the battle or try again. By doing so, the other characters can help the party recover before Lady Luck stumbles into another blunder.



LADY LUCK ABILITIES					
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES	
Attack	0	0	Attack one enemy.	None	
Bribe	40	0	Offer gil to persuade one enemy to leave the battle.	None	
Two Dice	20	4	Damage one enemy by rolling two dice.	None	
Four Dice	100	8	Damage all enemies by rolling four dice.	Two Dice	
Attack Reels	60	. 0	Spin slots to deal physical damage.	None	
Magic Reels	70	0	Spin slots to deal magical damage.	None	
Item Reels	80	0	Spin slots to trigger various item skills.	Magic Reels	
Random Reels	120	0	Spin slots to trigger various skills.	Item Reels	
Luck	30	8	Raise the user's Luck.	None	
Felicity	40	8	Raise the party's Luck.	Luck	
Tantalize	60	0	Inflict Confusion on all enemies.	None	
Critical	160	0	Always inflict critical hits.	Felicity	
Double EXP	80	0	Doubles the amount of EXP earned after battle.	None	
SOS Spellspring	30	10_	Reduces MP cost to 0 when HP is low.	Four Dice	
Gillionaire	100	0	Doubles the amount of gil earned after battle.	Double EXP	
Double Items	100	0	Doubles the number of items earned after battle.	Gillionaire	



ATTACK REELS

These attacks come with different special effects. The reels rotate in the order shown below Note, howevm, that the start position of mit reef changes randomly.

0	7	0
:	b=-	5
0	0	















ITEM REELS

Healing and support types are common among these results. As was the case with the Atlack Slot, the reel order, but the start position changes randomly



0	0	
5	×	X
0		W
	0	









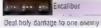








Instantly defeat all enemies





Delay Buster

Greatly delay one enemy's action. Fireworks

Damage 🎩 enemies

🤏 🍓 🤜 İntimidate

Inflict Slow on one enemy

Clean State Restore HP and cure user of status ailments

Lower one enemy's Strength by 2

Magicide

Inflict damage on one enemy's MP.

🀐 🐐 -- Eject

Blow one enemy away. -- Armor Break

Lower one enemy's Defense by B.

Reduce the party's HP by 3/4.

Megalbor+

Fully restore the party's HP and MP.

-- -- Mighty Guard+

rotates in the following Greate multiple defensive effects on the party

Supreme Gem Damage all enemies

Megalitics

Fully restore the party's HP and MP. Slessed Gem

Deal 8 consecutive holy attacks

Mighty Guard

Cast Shell and Protect an the party

Mega-Ether Restore the party's MP

Ether

Restore MP to one ally L-Bomb

Damage all enemies Eurar Curtaine

Cast Shell on the park Light Curtain+ Cast Protect on the party.

Dud Reduce the party's HP 59 3/4.

MAGIC REELS

This includes both attack and healing effects. The reels rotate in the positions noted below. Note, howevm, that the start position of Deal in consecutive attacks the real changes randomly



3 2 3

886 030

2 3 3

883

3 **9** 5

RANDOM REELS

This reel enables the user to use abilities with a variety b effects. As with the others, the reel rotates as shown below, but the reel's starting Restore the party's HP. position changes randomly.

999

--- 5--- 5---000

3 **6** 6

... gå. 3...

9 M S 002

2 O 6

Chilma Chilma

Damage all enemies

Black Sky

Flare Damage one enemy

Demi

Reduce the HP of all enemies by 1/4 Firage

Deal fire damage to all enemies.

Auto-Life Ally a automatically revived once when KO'd.

Bio

Break Petrify one enemy

Thundara Thundara

Deal lightning damage to all enemies.

Esuna Cure one ally's status ailments.

Cura Rastore some HP to the party.

_ _ Dud

Reduce the party's HP by 3/4.

CONGRATS!

Eliminate opposition and steals gill and more

Mega-Potion

Bizzagu Deal ice damage to all enemies.

Cry in the Night Damage all chemies

Dark Matter Damage all enemies.

Quartet Knife Lower attributes of one enemy.

Mental Break

Lower one enemy's Magic Defense by 2. Cure

Primo Grenade Damage all enemies

Restore the party's HP

Hi-Potion Restore HP to one character

Pation Restore HP to one character

___ __ Dud Reduce the party's HP by 3/4.

Battle System



Sport Withle



DIESTE INC Lhera







When equipped in combat, the Trainer dressphere calls a sacred animal into action. As the Trainer fights and learns abilities, the pet becomes capable of a wide variety of spells and actions to be used during battle. The abilities for each character are specific to the personality of each trainer: Yuna's dog, Kogoro, learns a variety of spells that inflict a combination of elemental damage and status ailments on an enemy. Rikku's pet monkey, Ghiki, helps steal items and gil from enemies. Paine's pheasant, Flurry, allows her to attack enemies with powerful blows that can inflict status ailments or instantly KO foes. Each character learns some form of Cure and Esuna spell, just like a White Mage. All of the characters also learn some kind of special attack and several beneficial auto-abilities that help restore HP and MP outside of battle. If you think about it, a party of three Trainers is actually a very balanced crew, capable of attacking, defeating enemies, and casting most types of spells!

During battle, have a Trainer attack foes to cause damage. When the Trainer's HP drops or if she becomes inflicted with status ailments, use special skills to recover. Use the next round to cast protective spells to prevent damage or status impairments. Between battles, auto-abilities (such as "HP Stroll" and "MP Stroll") will cause a character's HP and MP to recover depending on how much you walk, so that healing between battles is less necessary.

YUNA TRAINER ABILITIES				
NAME	AP.	MP	BESCRIPTION	REQUIRED ASSLITIES
Attack	-1 0	0	Attack one enemy.	None
Holy Kogoro	0	18	Deal holy damage to one enemy.	None
Kogoro Blaze	40	4	Inflict fire damage and sometimes Darkness on one enemy.	None
Kogoro Freeze	40	4	Inflict ice damage and sometimes Stop on one enemy.	None
Kogoro Shock	40	4	Inflict lightning damage and sometimes Berserk on one enemy.	None
Kogoro Deluge	40	4	Inflict water damage and sometimes Sleep on one enemy.	None
Kogoro Strike	80	5	Instantly defeat one enemy. Sometimes fails.	None
Doom Kogoro	80	6	Inflict damage and Doom on one enemy.	Kogoro Strike
Kogoro Cure	30_	10	Restore HP to one character.	None
Kogoro Remedy	40	10	Cure one character of all status ailments.	Kogoro Cure
Pound!	100	24	Call Kogoro's friends to gang up on one enemy.	Doom Kogoro
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Kogoro Lv.2	80	10	Cuts the time required for Kogoro to attack by 30%.	
Kogoro Lv.3	100	0	Cuts the time required for Kogoro to attack in half.	Kogoro Lv.2

RIKKU TRAINER ABILITIES				
NAME	42	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0.0	0	Attack one enemy.	None
Sneaky Ghiki	9 0	12	Steal gil and damage one enemy,	None
Ghiki Gouge	40	8	Inflict damage and Darkness on one enemy.	None
Ghiki Gag	80	8	Inflict damage and Silence on one enemy.	None
Mugger Ghiki	40	12	Steal items and damage one enemy.	None
Pesky Ghiki	100	8	Inflict damage and Berserk on one enemy.	None
Bully Ghiki	100	8	Inflict damage and delay the actions of one enemy.	Pesky Ghiki
Ghiki Meds	40	10	Cure one character of all status ailments.	Ghiki Pep
Ghiki Pep	30	10	Restore HP to one character.	None
Ghiki Cheer	80	12	Raise one character's Strength and Defense.	None
Swarm, Swarm!	100	24	Call Ghiki's friends to gang up on one enemy.	Bully Ghiki
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking,	HP Stroll
Ghiki Lv.2	80	0	1 Cuts the time required for Ghiki to attack by 30%.	None
Ghiki Lv.3	100	0	Cuts the time required for Ghiki to attack in half.	Ghiki Lv.2

A 100 - 100	PAINE TRAINER ABILITY				
NAME	.AP	MP	BESCRIPTION	REQUIRED ARLLITIES	
Attack	0	10	Attack one enemy.	None	
Carrier Flurry	10	8	Instantiv defeat one enemy, Sometimes fails.	None	
Poison Flurry	40	14	Inflict damage and Poison on one enemy.	None	
Stone Flurry	60	16	Inflict damage and Petrification on one enemy.	Poison Flurry	
Death Flurry	60	20	Instantly defeat one enemy, Sometimes fails.	Stone Flurry	
Flurry Guard	60	10	Restore one character's HP and cast Protect.	Flurry Speed	
Flurry Speed	60	10	Restore one character's HP and cast Haste.	None	
Flurry Shield	60	10	Restore one character's HP and cast Shell.	Flurry Speed	
HP Flurry	30	10	Restore some HP to the party.	None	
Recovery Flurry	40	10	Cure one character of all status ailments.	None	
Maulwings!	100	1 24	Call Flurry's friends to gang up on one enemy.	Death Flurry	
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll	
HP Stroll	20	0	Automatically restores HP while walking.	None	
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll	
Flurry Lv.2	80	0	Cuts the time required for Flurry to attack by 30%.	None	
Flurry Lv.3	100	0	Cuts the time required for Flurry to attack in half.	Flurry Lv.2	



Characters













The Mascot dressphere is a special sphere gained by acquiring "Episode Complete" in every area during Chapter 5 except for Bevelle. Upon achieving all the Episode Completes, an extra scene will occur where the Gullwings return to the bridge of the Celsius and obtain the Mascot dressphere. However, if Zanarkand is the last Episode Complete acquired, you will not gain the Masot dressphere for some reason. Make sure that Zanarkand Ruins is not the last place you visit or you will be unable to acquire this valuable dressphere.

When equipping the Mascot dressphere, each character wears a costume modeled after the cuter, cuddlier creatures in the game. In spite of the humorou appearance, the Mascot dressphere is definitely one of the best. In addition to learning a whole series of unique abilities with multiple effects, each character car also gain the ability to use the abilities of two other dresspheres. The Mascot enables all three characters to be devastating and helpful at the same time, all while defeating enemies in the process.

During combat, cast spells and use Mascot abilities to boost the party and weaken the enemies, then use normal attacks or the special attacks of other dres spheres to defeat enemies. If your allies get into trouble, use restorative and curative abilities to bring them back up to speed. Any party will rely heavily on the Mascot to keep them going in the face of tough enemies; that is, unless you equip every character with the Mascot dressphere.

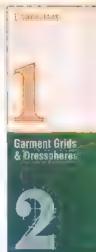


	YUNA'S MOOGLE ABILITIES				
HAME	AP	MP.	DESCRIPTION	REQUIRED ABILITIES	
Attack	0	0	Attack one enemy.	None	
Moogle Jolt	40	0	Restore MP to one character.	None	
Moogle Cure	0	10	Cure one character of status ailments and restore HP.	None	
Moogle Regen	0	18	Cast Haste and Regen on one character.	None	
Moogle Wall	0	18	Cast Shell and Protect on one character.	None	
Moogle Life	0	40	Revive one KO'd character and fully restore HP and MP.	None	
Moogle Curema	40	15	Restore HP and cure the party's status ailments.	None	
Moogle Regenja	40	24	Cast Haste and Regen on the party.	None	
Moogle Wallja	40	24	Cast Shell and Protect on the party.	None	
Moogle Lifeja	40	60	Revive all party members and fully restore HP and MP.	None	
Moogle Beam	80	99	Damage one enemy.	er .	
Ribbon	999	0	Guards against all status ailments.	*	
Auto-Shell	80	0	Automatically casts Shell.	None	
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell	
Swordplay	80	0	Use Warrior skills.	None	
Arcana	80	0	Use Dark Knight skills.	None	

*	Must	know	Warrior	'5	SOS	Protect	abilit	V 10	learn.
---	------	------	---------	----	-----	---------	--------	------	--------

RIKKU'S CAIT SITH ABILITIES						
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITAES		
Attack	0	0	Attack one enemy.	None		
Cait Fire	0	12	Fire damage to enemies. Sometimes Poison/Petrification.	None		
Cait Thunder	0	12	Lightning damage to enemies. Sometimes Poison/Petrification.	None		
Cait Blizzard	0	12	Ice damage to enemies. Sometimes Poison/Petrification.	None		
Cait Water	0	12	Water damage to enemies. Sometimes Poison/Petrification.	None		
Power Eraser	40	12	Lower Strength of all enemies.	None		
Armor Eraser	40	12	Lower Defense of all enemies.	None		
Magic Eraser	40	12	Lower Magic of all enemies.	None		
Mental Eraser	40	12	Lower Magic Defense of all enemies.	None		
Speed Eraser	40	12	Lower Evasion of all enemies.	None		
PuPu Platter	80	48	Instantly defeat all enemies. Sometimes fails.	*		
Ribbon	999	0	Guards against all status ailments.	*		
Auto-Shell	80	0	Automatically casts Shell.	None		
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell		
Instinct	80	0	Use Berserker skills.	None		
White Magic	80	0	Cast white magic spells.	None		
Must know Warrio	808 e'r	Protect	soferty to learn.			

PAINE'S TONBERRY ABILITIES					
MAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES	
Attack	0	0	Attack one enemy.	None	
Dark Knife	0	10	Inflict damage and Darkness on one enemy.	None	
Sitence Knife	0	10	Inflict damage and Silence on one enemy.	None	
Sleep Knife	0	10	Inflict damage and Sleep on one enemy.	Мопе	
Berserk Knife	0	10	Inflict damage and Berserk on one enemy.	None	
Poison Knife	0	10	Inflict damage and Poison on one enemy.	None	
Stone Knife	0	10	Inflict damage and Petrification on one enemy.	None	
Stop Knife	0	10	Inflict damage and Stop on one enemy.	None	
Quartet Knife	0	10	Lower one enemy's Strength, Defense, Magic, and Magic Defense.	None	
Arsenic Knife	0	10	Instantly defeat one enemy. Sometimes fails.	None	
Cactling Gun	80	99	Inflict heavy damage on one enemy.	*	
Ribbon	999	0	Guards against all status ailments.		
Auto-Shell	80	0	Automatically casts Shell.	None	
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell	
Bushido	80	0	Use Samurai skills.	None	
Black Magic	80	0	Cast black magic spells.	None	









Mini-Games





FLORAL FALLAL

FLORAL	FALLAL	MAIN	COMMANDS
Attack			
Fallalery			
Great Whi	ri		
Libra			

RIGHT PISTIL MAIN COMMANDS	LEFT PISTIL MAIN COMMANDS
Right Stigma	Left Stigma
Right Pistilplay	Left Pistilplay



You get Yuna's special dressphere during Chapter 2 while traveling the Djose Highroad just south of the temple during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Floral Fallal act as a three-member party. Some portions can cast protective spells on the other parts, and each can inflict devastating magic attacks on enemies. To use Floral Fallal more often, equip Yuna with the Unerring Path Garment Grid, which only has two dressphere nodes. This makes switching into Yuna's special dressphere much faster, since she only needs to change once before transforming into Floral Fallal.

It takes two key items to enable the "Break HP Limit" and "Break Damage Limit" abilities on Floral Fallal: Aurora Rain and Twilight Rain. Aurora Rain is contained in a treasure chest inside the cave at the bottom of the gorge at the Calm Lands during Chapter 5. Twilight Rain is found in a treasure chest below the waterfalls at Besaid Island during Chapter 5.

YUNA, FLORAL FALLAL ABILITIES					
NAME	SA.	MP	DESCRIPTION	REQUIRED ABILITIES	
Attack	0	1 0	Attack one enemy.	None	
Libra	4	0	View detailed information about one enemy.	None	
Heat Whirl	0	0	Unleash a chain of fire attacks on all enemies.	None	
Ice Whirl	0	0	Unleash a chain of ice attacks on all enemies.	None	
Electric Whirl	0	0	Unleash a chain of lightning attacks on all enemies.	None	
Agua Whirl	0	0	Unleash a chain of water attacks on all enemies.	None	
Barrier	20	36	Guard fully against magical attacks.	None	
Shield	20	36	Guard fully against physical attacks.	Barrier	
Flare Whirl	24	64	Unleash a chain of non-elemental attacks on all enemies.	None	
Great Whirl	30	0	Inflict heavy damage on all enemies.	Flare Whirl	
All-Life	8	70	Revive the party from KO.	None	
Ribbon	0	0	Guards against all status ailments.	None	
Double HP	20	0	Doubles max HP.	None	
Triple HP	30	0	Triples max HP.	Double HP	
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item	
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item	

YUNA, RIGHT PISTIL ABILITIES					
NAME AP MP R		MP	RESCRIPTION	REQUIRED ABILITIES	
White Pollen	0	0	Restore the party's HP.	None	
White Honey	10	0	Gradually restore the party's HP over time.	None	
Hard Leaves	0	0	Reduce the magical damage inflicted on the party.	None	
Tough Nuts	0	0	Reduce physical damage inflicted on the party.	None	
Mirror Petals	10	0	Deflect spells cast at the party back at the enemy.	None	
Floral Rush	20	0	Cast Haste on the party.	White Honey	
Floral Bomb	10	0	Damage all enemies and lower their Strength.	None	
Fallal Bomb	10	0	Damage all enemies and lower their Defense.	None	
Floral Magisol	§ 10	0	Damage all enemies and lower their Magic.	Fallal Bomb	
Fallal Magisol	10	0	Damage all enemies and lower their Magic Defense.	Floral Magisol	
Right Stigma	20	0	Damage one enemy.	Fallal Magisol	
Ribbon	0	0	Guards against all status ailments.	None	
Double HP	20	0	Doubles max HP.	None	
Triple HP	30	0	Triples max HP.	Double HP	
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item	
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item	

NAME AP		MP	DESCRIPTION	REQUIRED ABILITIES	
Dream Pollen	0	0	Inflict damage and Sleep on all enemies.	None	
Mad Seeds	0	0	Inflict damage and Berserk on all enemies.	None	
Sticky Honey	0	0	Inflict damage and Slow on all enemies.	None	
Halfdeath Petals	0	10	Halve the HP of all enemies.	None	
Poison Leaves	10	0	Inflict damage and Poison on all enemies.	None	
Death Petals	10	10	Instantly defeat one enemy. Sometimes fails.	Poison Leaves	
Silent White	0	0	Inflict damage, Silence, and Darkness on all enemies.	None	
Congealed Honey	20	0	Inflict damage and Stop on all enemies.	None	
Panic Floralysis	10	0	Inflict damage and Confusion on all enemies.	Congealed Honey	
Ash Floralysis	10	0	Inflict damage and Petrification on all enemies.	Panic Floralysis	
Left Stigma	20	0	Damage one enemy.	None	
Ribbon	0	0	Guards against all status ailments.	None	
Double HP	20	0	Doubles max HP.	None	
Triple HP	30	0	Triples max HP.	Double HP	
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item	
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item	

Garment Grids & Dresspheres

Coaructers



Battle System









Mini-Games





MACHINA MAW

MÁCHINA	MAW	MAIN	COMMANDS
Attack			
Machinations			
Revival			
Vajra			

- SMASHER-R	MAIN	COMM	AANDS:
Homing Ray			
Smash			
HP Repair		-	
MP Repair			

-CRUSHER-L	MAIN	COMMANDS
Homing Ray		
Crush		
HP Repair		_
MP Repair		



You get Rikku's special dressphere during Chapter 2 while investigating the Oasis II Bikanel Desert during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Machina Maw act as a three-member party. Each portion can cast protective spells on the other parts, and each can inflict devastating physical attacks and status impairments on enemies. To use Machina Maw more often, equip Rikku with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching to Rikku's special dressphere must faster, since she only needs to change once before transforming into Machina Maw.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the Machina Reactor and Machina Booster key items. The Machina Booster is found in a treasure chest near the lift up to the Youth League headquarters at Mushroom Rock Road during Chapter 5. In order to obtain Machina Reactor, you must dispatch level 1, 2, 3, 4 and 5 chocobos three times each from Clasko's Chocobo Ranch at the Calm Lands out into Spira looking for items. In addition, all of your Choco-Runners must be level 5. When you return to the ranch later, Clasko reports that the chocobos found a secret dungeon at the Calm Lands. The item is contained in a chest inside the dungeon.

AAME. AP ME			BESCRIPTION	REQUIRER ARILITIES	
Attack	0	10	Attack one enemy.	None	
Revival	10	0	Revive one KO'd character.	None	
Death Missile	0	12	Instantly defeat one enemy. Sometimes fails.	None	
Bio Missile	0	12	Inflict damage and Poison on one enemy.	None	
Break Missile	0	12	Inflict damage and Petrification on one enemy.	None	
Berserk Missile	10	12	Inflict damage and Berserk on one enemy.	None	
Stop Missile	10	12	Inflict damage and Stop on one enemy.	Berserk Missile	
Confuse Missile	10	12	Inflict damage and Confusion on one enemy.	Stop Missile	
Shockwave	20	36	Damage all enemies.	None	
Shockstorm	20	36	Damage all enemies and delay their actions.	Shockwave	
Vaira	30	0	Damage all enemies.	Shockstorm	
Ribbon	0	0	Guards against all status ailments.	None	
Double HP	20	0	Doubles max HP.	None	
Triple HP	30	0	Triples max HP.	Double HP	
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item	
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item	

RIKKU, SMASHER-R ABILITIES				
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Howitzer	0	12	Damage one enemy.	None
Sleep Shell	10	12	Inflict damage and Sleep on one enemy	None
Slow Shell	10	12	Inflict damage and Slow on one enemy	Sleep Shell
Anti-Power Shell	10	12	Damage one enemy and lower its Strength.	Slow Shell
Anti-Armor Shell	10	12	Damage one enemy and lower its Defense.	Anti-Power Shell
Scan	10	0	View detailed information about one enemy.	None
Shellter	20	10	Cast Shell on the party.	None
Protector	20	10	Cast Protect on the party.	Shellter
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

RIKKU, CRUSHER-L ABILITIES					
NAME	AP	MP	BESCRIPTION	REQUIRED ABILITIES	
Howitzer	10	12	Damage one enemy.	None	
Blind Shell	10	12	Inflict damage and Darkness on one enemy	None	
Silence Shell	10	12	Inflict damage and Silence on one enemy	Blind Shell	
Anti-Magic Shell	10	12	Damage one enemy and lower its Magic.	Silence Shell	
Anti-Mental Shell	10	12	Damage one enemy and lower its Magic Defense.	Anti-Magic Shell	
Booster	20	30	Cast Haste on the party.	None	
Offense	20	10	Raise one character's Strength.	None	
Defense	20	10	Raise one character's Defense.	Offense	
HP Repair	0	0	Restore HP to one character.	None	
MP Repair	0	0	Restore MP to one character.	None	
Homing Ray	Q	0	Damage one enemy.	None	
Ribbon	0	0	Guards against all status ailments.	None	
Double HP	20	0	Doubles max HP.	None	
Triple HP	30	0	Triples max HP.	Double HP	
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item	
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item	



1 mayor





FULL THROTTLE

FULL THROTTLE	MAIN	COMMANDS
Attack		
Throttle		
Fright		
Sword Dance		

DEXTRAL	WING	MAIN	COMMANDS
Dextral Arts			
Stamina			
Mettle			
Reboot			

SINISTRAL	WING	MAIN	COMMANDS
Sinistral Arts		~· — —	
Stamina			
Mettle			
Reboot			



Your first chance to obtain Paine's special dressphere is in Chapter 1. Find Tromell at Macalania Woods and speak to him four times and the dressphere is yours. The three portions of Full Throttle act as a three-member party. Each portion is specialized. The main body has elemental attack abilities, the Dextral Wing can inflict status and damage on foes, and the Sinistral Wing enables you to cast status adjustments on Full Throttle as a whole, as well as on enemies. To use Full Throttle more often, equip Paine with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching to Paine's special dressphere much faster, since she only needs to change once before transforming to Full Throttle.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the Victor Primoris and Corpus Invictus key items. Victor Primoris is located on a ledge just over the side of the northernmost curve in the Mi'hen Highroad. To reach the item, ride a chocobo to the spot and wait in the gap for a few seconds until the chocobo offers to go. First, the chocobo will fly up to open a different chest, but if you repeat the process, it will fly into the chasm to obtain the Victor Primoris. Corpus Invicitus is located in one of the chests inside the secret dungeon of the Thunder Plains. During Chapter 5, go to the Thunder Plains and defeat all of the fiends attacking the lightning towers. Afterward, an Al Bhed man will offer to take you to the secret dungeon. After finding Cid in the dungeon, explore further and open secret stone walls to uncover the chest with Corpus Invictus inside.

HAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Fright	20	0	Damage and confuse one enemy, while delaying its actions.	Assoil
Aestus	0_	0	Deal fire damage to one enemy.	None
Winterkill	0	0	Deal ice damage to one enemy.	None
Whelmen	0	0	Deal water damage to one enemy.	None
Levin	0	0	Deal lightning damage to one enemy.	None
Wisenen	10	0	Reduce one enemy's HP by 3/4.	None
Fiers	20	0	Deal critical damage to one enemy.	Wisenen
Deeth	20	0	Instantly defeat one enemy. Sometimes fails.	Fiers
Assoil	20	0	Deal holy damage to one enemy.	None
Sword Dance	30	0	Damage all enemies.	Fright
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

PAINE, DEXTRAL WING ABILITIES				
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Venom Wing	0	12	Inflict damage and Poison on one enemy.	None
Blind Wing	0	12	Inflict damage and Darkness on one enemy.	None
Mute Wing	0	12	Inflict damage and Silence on one enemy.	None
Rock Wing	10	12	Inflict damage and Petrification on one enemy.	None
Lazy Wing	0	12	Inflict damage and Sleep on one enemy.	None
Violent Wing	10	12	Inflict damage and Berserk on one enemy.	None
Still Wing	10	12	Inflict damage and Stop on one enemy.	None
Crazy Wing	10	12	Inflict damage and Confusion on one enemy.	Violent Wing
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	. 0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

		- PAI	NE. SINISTRAL WING ABILITIES	
NAME AP		MP	DESCRIPTION	REQUIRED ABILITARS.
Steel Feather	10	1 12	Raise the party's Strength.	None
Diamond Feather	0	12	Raise the party's Defense.	None
White Feather	0	16	Lower the Strength of all enemies.	None
Buckle Feather	0	16	Lower the Defense of all enemies.	None
Cloudy Feather	10	16	Lower the Magic of all enemies.	None
Pointed Feather	10	16	Lower the Magic Defense of all enemies.	Cloudy Feather
Pumice Feather	10	38	Cast Haste on the party.	None
Ma'at's Feather	10	0	View detailed information about one enemy.	None
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item













FINAL FANTASY X-2 features combat and exploration systems that are easy to grasp, yet deep in management and customization. This chapter contains full explanations of the systems you must learn and master to win the game. By reading this section thoroughly, you will become better prepared to dive into the exciting fantasy world presented in this game.

CONTROLLER FUNCTIONS

144	
	FIELD CONTROLS
D-pad/Left Stick	Move character
X	Speak to person/Search/Action
Circle	Jump or climb raised or cliff surface
Square	Speak to person (Special Events)
Triangle	Open menu
START	Pause
	MENU CONTROLS
D-pad/Left Stick	Move cursor
X	Select/Confirm
Circle	Cancel/Exit Menu
R1	Next Character (Equip screens)
L1	Previous Character (Equip screens)
R2	Scroll to next screen (Item, accessory, and other lists)
12	Scroll to the previous screen (Item, accessory, and other lists)
	BATTLE CONTROLS
D-pad/Left Stick	Move cursor/target ally, enemy, groups
Х	Confirm command or highlighted item
Circle	Cancel
Triangle	Skip character turn
RÍ	Special Attack (m.g., Trigger Happy)
<u>L1</u>	Change dresspheres
R2	Scroll to next screen (Item and ability lists)
L2	Scroll to previous screen (Item and ability lists)

MAIN MENU FUNCTIONS

Press Triangle to open the main menu while the party is standing in the field.

The menu is not wellable during combat or cinematic events.



ITEMS

Enables you to view, sort, and use items and view key items. Refer to the "Items and Items Shops" chapter for further information on the procurement and use of items.

WHITE MAGIC

Spells and Abilities learned by equipping the White Mage dressphere can be used outside of combat to restore HP, heal status ailments, and recover fallen characters. This command only becomes available once the White Mage dressphere is obtained. See the "Garment Grids & Dresspheres" chapter for details on White Magic abilities.

EQUIP

Equip or change the equipment of any character. Choose the Equip command, then choose a character to equip. While in the Equip sub-screen, press the RI or L1 button to switch to the next or the previous character. The Equip sub-screen presents a full status display for the character, whereupon you can view a complete list of statistics (such as a character's current HP, MP, Level, Strength, Magic, Defense, etc). You can also see the total experience gained and the amount required before a character will reach the next level. The selected character's current combat commands and autoabilities are displayed in the lower-right corner of the screen. When you change a character's dressphere and accessories, the status, commands and autoabilities possessed by the character may change. Decrease in status is indicated when any attribute turns red; an increase is indicated by blue colored attribute.

GARMENT GRIDS

The Garment Grid sub-screen enables you to place dresspheres on Garment Grids. Select the Garment Grid to arrange, then choose dresspheres to insert in the nodes on the Garment Grid. In the lower-right corner of the Garment Grid sub-screen, the description of the garment grid is displayed. The description also contains information on any abilities or auto-abilities gained by the character when the garment grid is equipped. Blue, red, yellow and green symbols on Garment Grids indicate the locations of gates. When a character performs a spherechange during combat, the line between the previous dressphere and the next one begins to glow. If a gate is located along this line, the character gains the associated ability or benefit listed in the description. Select the Auto command and the game will automatically place a set of dresspheres on the Garment Grid, Use the Rearrange option to move one dressphere or switch two dresspheres already set on the Garment Grid. Remove All clears all dresspheres from the grid. Please refer to the "Garment Grids & Dresspheres" chapter for more detailed information on using Garment Grids and gates.

ABILITIES

This menu allows you to change the abilities that a character will learn while using a certain dressphere. Select the Abilities command, then choose a character. The sub screen displays a list of all available dresspheres and the character's progress percentage toward mastering each. Also displayed are the character's status, battle commands, and auto-abilities. Move the cursor down the list of available dresspheres, and the character's status and commands will change to show how each dressphere alters the character's status when equipped. While on this screen, you can switch to the next or previous character by pressing the R1 or L1 buttons.

To select abilities to learn, highlight a dressphere and press the X button. On the list of abilities, highlight the ability you want to learn next while the dressphere is equipped and press the X button. Doing so highlights the ability in a swirling yellow color. Any Ability Points (AP) gained while the dressphere is in use will then be applied to the selected ability. While viewing this screen, press the R1 or L1 buttons to scroll to the next or previous dressphere. Read the "Garment Grids & Dresspheres" chapter to learn more about the various functions of the abilities of all the dresspheres.

ACCESSORIES

View and sort the accessories possessed by the party. Accessories are equipped by using the Equip sub-screen. This screen enables you to view the descriptions of each accessory and to sort the inventory. For more information and a full listing of accessories, read the "Accessories" chapter.

DRESSPHERES

This option enables you to view the dresspheres in your possession and read detailed descriptions of the abilities each one bestows on a character equipping it.

Characters













LARRICAS

CONFIG

The Config menu features several options that enable you to alter the gameplay experience in various ways.

Spherechanges: When a character changes dresspheres during battle, the battle changes briefly "Wait" mode and a short transformation cinema plays. This option allows you to change the length of the cinema. When the function is set to "OFF," each transformation is shown only once in its entirety. Thereafter, the character transformation is instantaneous.

ATB Mode: When set to "Active," this function allows enemies to attack continuously regardless of what you're doing. When set to "Wait," time pauses while you choose abilities or items to use.

ATB Speed: Battle timer gauges will charge more quickly or more slowly depending on how this option is set. The change also affects Enemy turns, for better or worse. Slowing down battles allows for more time to enter combat commands for each character.

Cursor: In the "Default" setting, this option resets the cursor to the top option of each battle menu, item listing, and ability listing, but when set to Memory, the cursor is set to the last command issued or the last item or ability used. The Memory function makes it faster and easier to repeatedly cast the same spell or use the same ability.

Battle Help: The help window displayed at the top of the screen during a battle can be toggled on or off.

Vibration: The vibrating function of the controller can be turned on or off.

Subtitles: The subtitles that appear at the bottom of the screen during scenes can be turned on or off.

Subtitle Names: Shows or hides the name of the speaker when each subtitle is displayed during scenes of dialogue.

Guide Map: Toggles the guide map normally displayed in the upper-left corner of the screen during field mode on or off. The on-screen map provides an outline shape of the surrounding area, making it easier to spot side areas, entrances, and exits.

Sound: Changes the quality of sound to best suit televisions with stereo or monsural sound.

Screen Position: Corrects screen position errors that may occur on some smaller televisions. Move the cursor to highlight the Adjust option, then hold the Square button and use the D-pad to adjust the centering of the screen image. To return to the default position, highlight the position and press the Square button.

BASIC GAME PROGRESSION

Reginning a game of FINAL FANTASY X-2, the player assumes the awesome challenge of guiding a group of three especially talented ladies through a spectacular fantasy world. The story begins with the entertaining preprise that the summoner who defeated Sin in the previous game has shed her robes to become a sphere itemter. A sphere hunter is an adventurer who travels Spira in search of rare spheres that bestow new abilities on the user and sometimes contain ancient recordings from the world's mysterious past. However, as strange events begin to occur and the political climate of Spira changes, the heroines' quest becomes deeper and more intense.



Throughout this journey, your job in to guide the player character group, or party, from location to location, searching for items that will aid you in battle or enable new abilities in combat. As you pass through areas, the screen may suddenly freeze

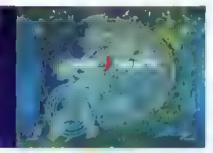
and shatter as enemies appear and attack the party. Such random battles are called "encounters." As you conquer enemies, the characters gain Experience Points (EXP) and Ability Points (AP) that enable them to learn new skills and fight with greater speed and prowess. When certain events are triggered, the party must fight and defeat one or more unique enemies of superior strength and attack abilities, referred to as "bosses." Each boss defeated brings you one step closer to the conclusion of the quest.



STORY COMPLETION

Progression through FINAL FANTASY X-2 in also measured by a new story completion system. As the party visits various locations in Spira, scenes can be triggered by moving to certain spots or by speaking to certain non-player characters, or NPCs. During some scenes, the game awards completion percentage points. These points are displayed whenever you save or load your game, and enable you to track the total amount of the game that you have experienced. Completion points factor into the ending you will view at the end of the game.





CHAPTERS

Another new method FINAL FANTASY X-2 uses to track progress is the "Chapter" system. When the game begin you start Chapter 1. After visiting a few key locations, marked on the airship Celsius's maps as "Hotspots," the stowill progress to the point where visiting additional locations will enable you to advance through the chapter. Once chapter is completed, new events, items and enemies become available in all areas of Spira. Thus, you can complete chapter very quickly or very slowly, whichever you prefer. Be warned, however, that if you jump from Hotspot without visiting other locations in between, the game's difficulty will increase dramatically.

COMPLETING THE GAME

As you complete chapters and engage in the events of Chapter 5, which features some of the most powerful boss monsters in the game, you will draw closer to the final confrontation with the enemy known as the final boss. If victorious against this enemy, the story completion percentage points are tallied and weighed against various decisions made at crucial points in the game. Thereafter, you will view one of many endings that best reflects your progress and choices during the game. FINAL FANTASY X-2 is a game in which you cannot experience every event in a single game, due to the fact you must make choices that affect certain scenes. However, with diligent exploration and completion of certain side quests, it is possible to accumulate all 100% story completion in a single game. These are all aspects of the game that you must keep in mind while playing.



EXPLORATION

Throughout the game, you must navigate the main character, Yuna, through various areas in search of items to aid in this quest. Yuna represents the position of the entire party on the map. The rest of the party, Rikku and Paine, full not appear on-screen until a cutscene or a battle is triggered.



Knowing how to search wisely and efficiently can reduce game time. Items that you can find are contained in treasure chests. Some treasure chests are positioned in obvious locations and are easy to locate. Other chests are cleverly tucked behind obstacles that make them difficult to see. As you move the player character around some areas, you'll notice that the camera moves relative to the character's position on-screen. Sometimes if you move to the forward portion or rear of an area, the camera will switch to a new position, enabling a different view that reveals the location of a hidden or obscure treasure chest or item. For this reason, it is important to move the player character all around a map as you cross through any area.





As you progress from one chapter to the next, each area becomes refilled with all new treasure chests. Sometimes the exact same chests become refilled with new items, Other chests will disappear at the end of a certain chapter, whether they've been opened or not, and new chests will appear in completely different locations on the map. For this reason, it is important to revisit every location in every chapter. With this method, you can supply the characters with enough items and accessories to carry them through any battle.

While exploring areas and defeating enemies, it's important to touch the blue, glowing Save Spheres scattered throughout Spira. Not only does a Save Sphere enable you to preserve your game progress, it also restores the entire party to full HP and MP and heals status ailments. Save Spheres enable your party to remain strong even while passing through dangerous areas where random encounters are frequent and draining on the characters' health.



Battle, System

3

Application of the

NON-PLAYER CHARACTERS

During your exploration of Spira, speak to local citizens and shop clerks standing or walking around the area. These NPCs include any character who does not become an active fighter that you can control in the combat party. Therefore, NPC refers to every person in the game except for Yuna, Rikku, and Paine.





By speaking to NPCs in every location, you may come to understand the history and purpose of each region. If the person is an important or key NPC, you may actually trigger a dialogue event by speaking with them. Dialogue events may divulge clues as to what tasks you should be performing to benefit the region or your party. These scenes may also signal the start of important missions. By completing missions assigned to you by NPCs, you will develop stronger relationships with these characters that should prove mutually beneficial to your party in terms of gaining new items, dresspheres, accessories, and Garment Grids. So don't hesitate to help out strangers you meet in the wilderness, because good deeds shine back on you even if it may take a while.

MANAGING THE PARTY

During/orthat and while walking in the field, your job is to keep Yuna, Rikku, and Paine healthy and equipped in preparation for the next encounter. Press the Triangle button to open the man menu and use the options to consume items for the restoration of Hit Points (HP) and Magic Points (MP), or to remove status ailments inflicted on your characters by enemies, which sometimes linger after battle. Equip your characters with Garment Grids that benefit your characters with additional abilities and auto-abilities. Each character can also be fitted with up to two additional accessories that enable abilities and beneficial auto-abilities for use in combat.

Perform such management activities continuously as you progress in the game to ensure that all of your characters are prepared for any sudden encounters with fiends or foes that are difficult to defeat.



BALANCING THE PARTY

Continent Grids have nodes whereupon you can set dresspheres. Each character can equip one dressphere at a time. You can change the dressphere equipped by the character between battles using the menu, or in the midst of battle by pressing the L1 button during the character's combat turn. While a character has a dressphere equipped, she can learn and perform a certain set of abilities.





Each dressphere bestows the character who equips it with amazing combat skills, but also limitations. For instance, a White Mage can heal the entire party every single round without consuming MP, but is incapable of attacking the enemy. A Black Mage can perform powerful spells that inflict damage on enemies, but is normally incapable of performing physical attacks. A Warrior can use physical attacks as well as magically-charged sword skills, but cannot cast spells like a Black Mage nor heal like a White Mage. A Thief has the ability to steal items and money, called gil, from enemies. However, the physical attacks of a Thief are far less damaging than those of a Warrior.

Due to these strengths and weaknesses of all dresspheres, it's important to equip your characters so that the three can combine their abilities in ways that compliment one another. One of the better combinations of dresspheres to equip for any boss battle is Black Mage, White Mage, and Thief. With this trio, the White Mage will keep the party healthy while the Black Mage damages the boss for massive amounts of HP with spells. Once the Thief steals rare or normal items from the boss, she can assist the Black Mage in defeating the boss. This is just one example of how dresspheres can be equipped among the three characters to balance the abilities of the party for greater combat efficiency.



Because any character can change to a more suitable dressphere in the middle of combat, there is no reason to remain tied to one particular set of abilities. For instance, if a Black Mage runs out of MP and does not have the means to recover spell casting points, change to a dressphere such as Warrior so that the character can continue to attack every round without need for MP. To be best prepared to change your characters' dresspheres during combat, pay attention to the placement of dresspheres on each of the character's Garment Grids.

BATTLES

Comparing the key to character development and game progression. Battles occur randomly as you cross through area, or they can be triggered by certain events or by contact with certain characters. Random battles usually involve weaker enemies. All enemies are listed in the "Fiends and Enemies" chapter with statistic detailing their strengths and weaknesses. By using an enemy's weaknesses against it, you should become able to defeat most enemies easily.



Unique enemies of particularly powerful strength and little weakness that are encountered through events are called boss monsters. Such enemies are also detailed in the "Fiends and Enemies" chapter. However, the "Chapters" walkthrough section also contains detailed strategies for overcoming such foes.



INSIDE THE BATTLE!

The rest of this section describes, step by step, how to fight a battle and adjust your strategy to overcome enemies in a quick and efficient manner every time. Turn by turn, we'll describe how to enter a battle, how

observe enemy behavior, and how to rise to the challenge.





COMBAT TURNS AND ROUNDS

When combat begins, the flow of battle commences in turns and rounds. Each character's ATB Gauge is displayed in the lower-right corner of the combat menu. When the timer gauge fills completely, the character becomes entitled to a combat turn. On a character's turn, you can use her personalized menu to enter commands to be executed. When an enemy attacks or performs an action, it is also referred to as their turn. Due to the ATB system, some characters or enemies can have multiple turns before the end of one combat round.

INITIAL ACTIONS

During a character's turn, the command menu is displayed in the lower-left corner of the screen. The command menu is tailored to the abilities of the dressphere that the character is equipped with. Use the D-pad or analog stick to highlight a command, and press the X button to select it. The character will then execute the command chosen.

Most dresspheres enable the user to perform a simple physical Attack. Start the battle by attacking an enemy, and watch the results.



If the enemy sidesteps your first attack and you see the word "MISS" appear on-screen, it may just be luck on the enemy's part. Try another attack on your next turn, and see if

you can cause some damage this time. If the attack misses the enemy again, it may be that the foe possesses a high Evasion. In that case, you should resort to using magic spells to attack, because they rarely miss. If spells are not at your disposal, there are abilities with status effects available on certain dresspheres that enable you to slow down an enemy or reduce its Evasion. If such an ability proves effective, you should be able to attack the enemy and land a hit.

If your physical attacks land on the foe, but the enemy suffers minimal damage, it may be that the enemy bears a high Defense. Again, you should switch to magical attacks to compensate for the enemy's high Defense. If you can't hurt foes one way, you can surely hurt them another way.



If you've determined that an enemy is invulnerable to physical damage, it's time to switch to magic. You can't cast magic until you find suitable dresspheres such as White Mage and Black Mage. Both of these dresspheres are obtained by completing missions in Chapter 1. If a character is not already equipped with the Black Mage dressphere in the start of the battle, use the spherechange command to change dresspheres. During a character's turn, press the L1 button to access the character'sspherechange menu. You can select and transform into a dressphere that is one node away from the one currently equipped. Change to a Black Mage, who can use attack magic.



Once the transformation is complete, a Black Mage should be immediately ready to cast spells. On her turn, open the Black Magic menu and select a spell to cast. When using

magic, you can target one foe or all foes. To target the entire enemy party with a spell, move the analog stick left until flashing arrows appear next to the names of all the enemies. Targeting a spell at multiple enemies will reduce the effect of the magic, causing less damage to foes.

Casting a spell requires additional time to prepare. Once you've chosen a spell and commanded your character to perform this action on her turn, a second gauge appears next to her name on-screen. When this gauge fills, your character will unleash the magic you desire. Unfortunately, enemies have

the ability to affect the time required for a

Black Mage to cast a spell. If an enemy attacks a Black Mage, the timer gauge will stop filling for the time it takes for your character to recover her posture following the force of the blow. If a mage's gauge is full and the enemy attacks at the moment your character tries to cast the spell, this can delay your action for another full second. You can reduce the time required to cast spells by learning abilities such as Black Magic Lv.2 and Black Magic Lv.3.

When the Black Mage finally casts a spell, watch the effects. If the enemy or enemies suffer significant damage as a result of the spell, then magic use may be a more suitable stratery than physical attacks.











ELEMENTAL PROPERTIES OF MAGIC

Black Magic spells and other abilities that use the powers of Fire, Blizzard, Thunder, and Water all operate on elemental properties. As long as a foe does not have any inherent resistance to a spell, this doesn't affect a character's ability to damage it with magic. However, some enemies have the ability to halve damage from certain types of magic, or they may even be immune to the effects of a certain element. Enemies may even be able to absorb certain elements, thereby receiving healing effects from the spell!

For all these reasons, it's important to understand the elemental strengths and weaknesses of your foes ahead of time and use magic wisely. A Gun Mage can use the Scan ability to determine the elemental strengths and weaknesses of any unknown creature, so it is extremely helpful to have a Gun Mage present when using Black Magic.



MAGICAL PROTECTION

If neither magic spells nor physical attacks are causing normal amounts of damage to a foe, it is very likely that the enemy just has high Defense and Magical Defense. You can check this by using a Gun Mage's Scan ability. Any status effects that the enemy is currently benefiting from will be displayed directly under its main data in the upper right-hand window. If these benefits are the result of a spell or special ability, then you can remove these effects with a White Mage's Dispel spell, a Dispel Tonic, or other items and abilities that allow the user some form of Dispel.

However, some enemies benefit from these status effects permanently. For example, a foe may be in a constant state of Haste, or may be sheltered by a constant Protect effect. Use the strategies described below to counter whatever beneficial status the enemy has.



PROTECT

Reduces the amount of damage received from physical attacks. Use Dispel or cast spells to increase Strength.

SHELL

Reduces the amount of damage received from magic spells. Use Dispel or cast spells to raise Magic.

REGEN

Regenerates small amounts of HP gradually. Use Dispel or attempt to inflict Poison status.

REFLECT

Spells will bounce back to the opposing side. Spells can only be reflected once, so cast Reflect on your own party members. Target your spells at your party, and the spell will bounce off to damage the enemy. You can also cast Dispel on the enemy.

HASTE

The speed of the enemy is raised to such a degree that it attacks more frequently during battle. This can be nullified by casting Dispel on the enemy. Another tactic would be to cast Slow on the enemy, which replaces the enemies' Haste effect with the Slow effect.

CHAIN ATTACKS



If two or more characters in the party execute their attacks, spells, or abilities consecutively, a "chain attack" is formed. Chain attacks cause greater damage to the enemy than usual, and provide a way to maximize physical attacks. Each chain attack causes slightly more damage than the last. Thus, if you can string together a series of consecutive attacks, the damage will increase more than the normal amount of damage inflicted by a lone attack. The easiest way to do this is with a Gunner's Trigger Happy ability. With three Gunners in the party, you may be able

execute three consecutive Trigger Happy attacks and never let the enemy have a turn!

Attacks do not have to strike the target to the exact same time.

A chain attack will occur as long as the second attack occurs before the enemy fully recovers its normal posture after the first attack.

Enemies are also capable of using chain attacks against your characters. If one or more enemies are attempting a prolonged chain against one of your characters, try to break the chain by attacking the enemy. But remember, some enemy chains cannot be interrupted.



RECOVERY

After an attack, damage has usually been done to your party. Hit Points can Trecovered by using the Pray or Cure abilities of a White Mage or by consuming Potions, Hi-Potions, X-Potions, Mega-Potions, or Megalixirs.

Using either spells or potions to recuperate requires extra time to prepare and execute, so don't let your characters drop to low HP before healing them. When characters drop below 25% of their maximum HP, their HP display turns yellow and they stumble in pain. Administer recovery spells or items immediately to avoid a "KO." Casting Life magic or using Phoenix Down items can revive fallen characters, but you'll need to use one turn to revive and yet

another turn to heal, because a character rarely comes back to life in good condition. Avoid the hassle of KO by staying above critical status.





Stronger restorative items should be reserved for the latter stages of the game, where many enemies have the ability in take down lots of HP with single attacks. Unless the enemies are reducing the HP of your characters close to zero during every single round, there is no reason to recover HP until an emergency situation arises. Use your combat turns to attack enemies, and tend to the matter of healing characters and removing status ailments between battles.

STATUS AILMENTS

Enemies are capable of affecting the combat abilities of the characters by using attacks or spells that inflict status ailments. Once a character is affected by a status, achieving victory is more difficult. Once afflicted with a status ailment, icons will appear over the characters' heads. Characters may also flash in strange colors to indicate some kind of affliction.

If a character becomes partially disabled by status, use the affected character's next turn to consume a curative item or cast an Esuna spell. An Esuna spell will remove most status ailments from a character, but the MP cost and extra time required to cast the spell make this a less attractive option in the heat of fast-paced battles.



Battle System

Items can be used to cure status ailments more rapidly but also take a certain amount of time to use in battle. A Remedy item takes care of all the same status impairments as an Esuna spell. However, Remedy potions cannot be purchased and are difficult to find in the early stages of the game. You can easily purchase status-specific cures such as Antidotes, Eye Drops, Echo Screens, etc. at most shops to remove what ails your party.

If you determine that an enemy is susceptible to any type of status ailment, don't hesitate in inflict the enemy with some ailment if possible.

CURABLE STATUS AILMENTS					
STATUS	DESCRIPTION	GURE			
Poison	Suffers damage at set intervals.	Antidote, Remedy, Esuna			
Darkness	Reduced accuracy of physical attacks.	Eym Drops, Remedy, Esuna			
Silence	Cannot cast spells or sing.	Echo Screen, Remedy, Esuna			
Sleep	Cannot participate in battle.	Physical attack, Remedy, Esuna			
Petrification	Cannot participate in battle.	Soft, Remedy, Esuna			
Confusion	Actions are unpredictable and uncontrollable.	Physical attack, Remedy, Esuna			
Berserk .	Increased Strength, but attacks enemies impulsively and uncontrollably.	Remedy, Esuna			
Pointless	No AP is earned during battle, and no EXP is earned after battle. Holy Water, Remedy, Esuna				
Curse	Cannot spherechange.	Holy Water, Remedy, Esuna			
itchy	Cannot use any command but spherechange.	Holy Water, Remedy, Esuna, Spherechange to new dressphere.			
Slow	ATB gauge takes longer to fill.	Remedy, Esuna, wears off			
Stop	ATB gauge stops.	Remedy, Esuna, wears off			
KO .	Cannot participate in battle.	Phoenix Down, Life magic			
	INCURABLE STATUS AILM	ENTS			
STATUS	DESCRIPTION				
Auto-Lite	The ally or enemy recovers from KO status automatically.				
Doom	The target dies after three combat rounds.				
ect	An ally or enemy is permanently removed from a battle.				
nvincible	Cannot suffer damage.				
Null Magic	Cannot suffer damage or status ailment via magic.				
Null Physical	Cannot suffer damage or status ailment via physical attack.				

In addition to a Garment Grid and a Dressphere, each Gullwing can equip two accessories from the Equip sub-screen. Accessories are a type of equipment that benefit the character wearing them, either by raising status attributes (such as HP, MP, Strength, Defense, etc.), or by preventing status ailments inflicted by fiends. Some accessories can also add the benefit of casting spells or using additional abilities. When using accessories, be sure to check what abilities they grant as they can be very helpful throughout the game.

OBTAINING ACCESSORIES

The unique and tough opponents known as "bosses" usually drop accessories. Sometimes, however, a character can steal accessories from certain fiends. Accessories are found in many of the treasure chests located throughout Spira. Basic accessories are sold at most shops throughout Spira, also. As you progress through the game, better shops begin to sell better accessories. However, it's also a matter of keeping in touch with the right merchants...

VIEWING ACCESSORIES

After acquiring some accessories, press the Triangle button to enter the Main Menu and open the Accessories sub-screen. Highlight any accessory on the list to view its description. While an accessory's description provides some insight into its function, there are sometimes hidden benefits or penalties that come with equipping an accessory. You can even sort the accessories manually or automatically. To sort accessories manually, press the X button. One cursor stays at the accessory you choose to move and another cursor appears on-screen. Move the second cursor to the accessory or the slot where you want to place the accessory within the list. Press the X button again to move the accessory. To sort automatically, cancel out of the Examine option and choose Sort. The accessories are then reorganized based on function and value.

Another way to view accessories is to equip them on a character in the Equip sub-screen. To get a better idea of how an accessory will affect a character's status, highlight an empty accessory slot and scroll through the list of available accessories. The description of the accessory appears at the top of the screen. Any auto-abilities that the accessory adds are displayed in the blue window in the lower-right corner of the Equip sub-screen. Additionally, watch for changes in the character's statistics, such as HP, MP, Strength, Defense, etc. When a stat turns blue, it means the accessory increases the stat. If a stat turns red, equipping the accessory actually lowers it. When equipping accessories, it's extremely important to consider all of the positive and possibly negative effects the accessory will have on a character.





LIST KEY

The name of the accessory as # appears in the game.

Gunnau the age of me near

The accessory can be purchased at a shop for the amount of gill listed. Accessories without a number cannot be bought; they can only be found or stolen.

The amount of gil an accessory can is sold for at any shop.

	- 1111 mmm - 1	I I I I I I I I I I I I I I I I I I I		- 11111
Adamantite	Provides incredible defense but is miserably heavy.	HP +100%, Defense +120, Magic +120, Agility -30, Auto-Wall	NA	10
Amulet	Raises Magic by 10.	Magic +10	1000	250
Angel Earrings	Guards against Death.	Defense +5, Magic Defense +5, Deathproof	5000	1250
AP Egg	Triples the amount of AP earned.	Luck +15, Triple AP	NA	10
Arcane Lore	Use Arcana abilities learned as a Dark Knight.	Magic +12	50000	12500
Arcane Tome	Cuts the time required for Arcana by 40%.	MP +10%, Agility +5, Turbo Arcana	NA	10
Beaded Brooch	Guards against Silence and Darkness.	Defense +8, Magic Defense +8, Sense Preserver	10000	2500
Black Belt	Raises Strength and Defense by 20.	Strength +20, Defense +20	NA	2000
Black Choker	Guards against Confusion.	Defense +4, Magic Defense +4, Confuseproof	4000	1000

NAME	BESCHIETION	SEFECT	BU Y	SEUL	Characters
Black Lore	Use Black Magic abilities learned as a Black Mage.	Magic +12	50000	12500	
Black Ring	Nullifies gravity damage. User can cast Demi.	HP +10%, MP +10%, Gravityproof	NA	2500	
Black Tome	Black Magic requires 40% less time. User can cast Osmose.	MP +10%, Agility +5, Turbo	^a NA	10	-
		Black Magic			
Blind Shock	Adds Darkness to attacks and skills. User can cast Blind.	Strength -5, Magic +3, Darktouch	15000	3750	
Bloodlust	Horrific invention said to make its bearer fight to the death.	HP -40%, MP -40, Strength +60,			
		Magic -50, Magic Defense -50,	NA	10	HARMON M
		Kijo's Soul (generates a constant Poison and Berserk status on	1		1 Iressaha
		character during battle)	!		
Blue Ring	Halves water damage. User can cast Water.	Magic +4, Water Ward	3000	750	-
Bushido Lore	Use Bushido abilities learned as a Samurai.	Strength +12	50000	12500	
Bushido Tome	Cuts the time required for Bushido by 40%.	HP +10%, Agility +5, Turbo Bushido	NA	10	
Cat Nip	A seemingly ordinary lewel, but when the going gets tough	SOS ???? (character strikes for	NA	10	
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	9999 damage when HP is low)			
Cat's Bell	Automatically recover HP while walking.	HP +15%, HP Stroll	NA	10	Battle Syste
Cerulean Ring	Converts water damage to HP. User can cast Waterga.	Magic +10, Water Eater	10000	2500	
Champion Belt	Raises Strength and Defense by 40.	Strength +40, Detense +40	NA	2500	
Chaos Shock	Adds Confusion to attacks & skills. User can cast Confuse.	Strength -5, Magic +5, Confusetouch	15000	3750	Total Park
Charm Bangle	Eliminates random enemy encounters.	Luck +10. No Encounters	NA	10	
Circlet	Raises Magic and Magic Defense by 10.	Magic +10, Magic Defense +10	4000	1000	-
Crimson Ring	Converts fire damage to HP. User can cast Firage.	Magic +10, Fire Eater	10000	2500	Q 3
Crystal Ball	Raises Magic by 50.	Magic +50	NA	3000	
Crystal Bangle	Raises max HP by 100%.	HP +100%	NA	2000	Accessation
Crystal Gloves	Raises Defense by 60.	Defense +60	NA	2000	- 3
Defense Bracer	Generates constant Shell and Protect effects.	Auto-Wali	NA	10	
Detense Veil	Raises Magic Delense by 20.	Magic Delense +20	1000	250	
Diamond Gloves	Raises Defense by 40.	Defense +40	6000	1500	
Oragonfly Orb	Guards against Stop.	Defense +4, Magic Defense +4,	4000	1000	
		Stopproof			5102 (
Dream Shock	Adds Sleep to attacks and skills. User can cast Sleep.	Strength -5, Magic +3, Sleeptouch	15000	3750	
Electrocutioner	Adds lightning and water elements to attacks and skills.	Strength +10, Lit./Water Strike	NA	10	Items and Item Shops
Enterprise	Insignia of health. Allows max HP to exceed 9999.	Break HP Limit	NA	10	ttant angs
Faerie Earrings	Guards against Confusion and Berserk.	Defense +8, Magic Defense +8,	10000	2500	
		Sanity Preserver			
Favorite Outlit	Guards against Itchy.	Evasion +10, Luck +10, Itchproof	4000	1000	
Fiery Gleam	Adds fire element to attacks and skills.	Strength +8, Firestrike	3000	750	
Force of Nature	Adds all elements to attacks. Turns elemental damage HP.	Omnistrike	NA	10	
Freezerburn	Adds fire and ice elements to attacks and skills.	Strength +10, Fire/Ice Strike	NA	10	
Fury Shock	Adds Berserk to attacks and skilfs. User can cast Berserk.	Strength -5, Magic +5, Berserktouch	15000	3750	
Gauntlets	Raises Strength and Defense by 5.	Strength +5, Defense +5	2500	625	
Glass Buckle	Guards against Poison and Sleep.	Defense +8, Magic Defense +8,	10000	2500	1 1
	Davids and an inch Davids	Health Preserver	5066	IERA	11/
Gold Ankiet	Guards against Petrification.	Delense +4, Magic Defense +4,	5000	1250	I (in)
0-140	A D-1	Stoneproof	1000	4050	
Gold Bracer	Raises max MP by 60%.	MP +60%	4000	1000	- Carlo
Gold Hairpin	Halves MP cost during battle.	Magic +20, Half MP Cost	NA	10	Mini Games
Gris-Gris Bag	Guards against Curse.	Defense +4, Magic Defense +4,	4000	1000	
Units Pro- to	Control to the NO. 1	Curseptool	5(4)	700	-
Haste Bangle	Casis Haste when HP is low.	SOS Haste	NA	750	- Total
Heady Perfume	Leblanc's secret weapon. Dated, but still good for a high.	MP +20%, Magic +5, Defense +10,	NA	10	
		Magic Defense +10, Agility +2,			
Dana Milita	Balana Characht to 00	Luck +10, HP/MP Stroll	110	0000	
Hyper Wrist	Raises Strength by 30.	Strength +30	NA	2000	
Hypno Crown	Raises Magic and Magic Defense by 20.	Magic +20, Magic Defense +20	NA	2000	
lcy Glearn	Adds ice element to attacks and skills.	Strength +8, loestrike	3000	750	
Invincible	Insignia of destruction. Allows max damage to exceed 9999.	Break Dmg, Limit	NA	10	-
Iron Bangle	Raises max HP by 20%.	MP +20%	500	125	
Iron Duke	Forged in the belief that power is but a number.	HP +100%, MP +100%, Strength +100,	NA	10	
		Magic +100, Detense +100, Magic			
		Defense +100, Agility +10,			
		Accuracy +100, Evasion +100, Luck +50			





Battle System





Items and Item Shops





Mini Games



Vainas Vausidas	Dalona Changli bu St	EFFEC	NA	2000
Kaiser Knuckles	Raises Strength by 50.	Strength +50	NA	3000
Key to Success	Tobli's guide to getting all one's desires at twice the speed.	HP +100%, MP +100%, Luck +100,	NA	10
		Double All (doubles AP, EXP, gil &		
		items earned, and general effectiveness		1
		of recovery, elemental, &		
		non-elemental items)		
Kinesis Badge	Guards against Slow and Stop.	Defense +8, Magic Defense +8,	10000	2500
		Time Preserver		
Lag Shock	Adds Slow to attacks and skills.	Strength -5, Slowtouch	15000	3750
Lightning Gleam	Adds lightning element to attacks and skills.	Strength +8, Lightningstrike	3000	750
Lure Bracer	Raises the frequency of random enemy encounters.	Strength +15, More Encounters	NA	10
Minerva's Plate	Dramatically increases magic power but what's the point?	MP +100%, Strength -80, Magic +100,	NA	10
	,	Turbo Black Magic, Gain 0 AP,		
		Gain 0 EXP, use any Black Magic		
		already learned.		
Moon Bracer	Generates constant Shell effect.	Auto-Shell	NA	10
Mortal Shock	Adds Death to attacks and skills. User can cast Death.	Strength -6, Magic +5, Deathtouch	NA 4000	10
Muscle Belt	Raises Strength and Defense by 10.	Strength +10, Defense +10	4000	1000
Mute Shock	Adds Silence to attacks and skills. User can cast Silence.	Strength -5, Magic +3, Silencetouch	15000	3750
Mystery Veil	Raises Magic Defense by 40.	Magic Defense +40	6000	1500
Mythril Bangle	Raises max HP by 60%.	HP +60%	NA	1500
Mythril Gloves	Raises Defense by 20.	Defense +20	1000	250
Nature's Lore	Use finatinct abilities learned as a Berserker.	Strength +12	50000	12500
Nature's Tome	Cuts the time required for Instinct by 40%.	HP +10%, Agility +5, Turbo Instinct	NA	10
NulBlaze Ring	Nullities fire damage, User can cast Fira.	Magic +6, Fireproof	8000	2000
NufFrost Ring	Nullifies ice damage. User can cast Blizzara.	Magic +6, Iceproof	8000	2000
NulShock Ring	Nullifies lightning damage. User can cast Thundara.	Magic +6, Lightningproel	8000	2000
NulTide Ring	Nullifies water damage. User can cast Watera.	Magin +6, Waterproof	8000	2000
Oath Veil	Raises Magic Defense by 60.	Magic Delense +60	NA	2000
Ochre Ring	Converts lightning damage to HP. User can cast Thundaga.	Magic +10, Lightning Eater	10000	2500
Pearl Necklace	Guards against Pointless.	Defense +4 , Magic Defense +4,	4000	1000
		Pointlessproof		
Pixie Dust	Raises Magic by 40.	Magic +40	NA	2500
Potpourri	Guards against Berserk.	Defense +4, Magic Detense +4,	4000	1000
		Beserkproof		
Power Gloves	Raises Strength by 40.	Strength +40	NA	2500
Power Wrist	Raises Strength by 20.	Strength +20	6000	1500
Pretty Orb	Guards against Slow.	Defense +4, Magic Defense +4,	4000	1000
		Slowproot		
Rabite's Foot	Raises Luck by 100.	Luck +100	NA	10
Ragnarok	Insignia of magic. Reduces MP cost to zero during battle.	Spellspring	NA	10
Recovery Bracer	Generates constant Regen effect.	Auto-Regen	NA	10
Red Ring	Haives fire damage. User can cast Fire.	Magic +4, Fire Ward	3000	750
Regal Crown	Raises Magic and Magic Defense by 40.	Magic +40, Magic Defense +40	NA 2000	2500
Regen Bangle	Casts Regen when HP is low.	SOS Regen	3000	750
Ribbon	Guards against all status ailments.	Ribbon	NA	10
Rune Bracer	Raises max MP by 100%.	MP +100%	NA 10000	1500
Safety Bit	Guards against Petrification and Death.	Delense +12, Magic Defense +12,	10000	2500
0111		Life Preserver	. 116	42
Shining Bracer	Generates constant Protect effect.	Auto-Prolect	NA	10
Shmooth Shailing	Protects against all status ailments, but it's Hypetlo, so	Defense +30, Magic Defense +30,	NA	10
		Super Ribbon (generates a constant		
		Slow effect on character)		
Short Circuit	Converts lightning and water damage to HP.	Magic +10, Magic Defense +10,	NA	10
		Lit./Water Eater		
Silver Bracer	Raises max MP by 40%.	MP +40%	500	125
Silver Glasses	Guards against Darkness.	Defense +4, Magic Defense +4	3000	750
Snow Ring	Converts ice damage to HP. User can cast Blizzaga.	Magic +10, Ice Ealer	10000	2500
Soul of Thamasa	Strengthens spells but doubles their MP cost.	Magic +15, Magic Booster (increases	NA	10
		spell's effectiveness 1.5x normal amount)		

WAME	DESCRIPTION	ERRECT	LUY	SEU
Speed Bracer	Generales constant Haste effect. User can cast Hastega.	Auto-Haste	NA NA	10
Sprint Shoes	Act at the beginning of battle. User can cast Haste.	Agility +10, First Strike	NA	10
Star Bracer	Generates constant Reflect effect.	Auto-Reflect	NA	10
Star Pendant	Guards against Poison.	Defense +4, Magic Defense +4, Poisonproof	4800	1000
Stone Shock	Adds Petrification to attacks & skills. User can cast Break.	Strength -5, Magic +4, Stonetouch	NA	10
Silver Glasses	Guards against Darkness.	Defense +4, Magic Defense +4	3000	750
Snow Ring	Converts ice damage to HP. User can cast Blizzaga.	Magic +10, Ice Eater	10000	2500
Soul of Thamasa	Strengthens spells but doubles their MP cost.	Magic +15, Magic Booster (increases spell's effectiveness 1.5x the normal amount)	NA	10
Speed Bracer	Generales constant Haste effect. User can cast Hastega.	Auto-Haste	NA	10
Sprint Shoes	Act at the beginning of battle. User can cast Haste.	Agility +10, First Strike	NA	10
Star Bracer	Generales constant Reflect effect.	Auto-Reflect	NA	10
Star Pendant	Guards against Poison.	Delense +4, Magic Defense +4, Poisonproof	4000	1000
Stone Shock	Adds Petrification to attacks & skills. User can cast Break.	Strength -5, Magic +4, Stonetouch	NA	10
Sublimator	Converts fire and ice damage to HP.	Magic +10, Magic Defense +10, Fire/Ice Eater	NA	10
Sword Lore	Use Swordplay abilities learned as a Warrior.	Strength +12	50000	12500
Sword Tome	Cuts the time required for Swordplay by 40%.	HP +10%, Agility +5, Turbo Swordplay	NA	10
System Shock	Adds Stop to attacks and skills.	Strength -10, Stoptouch	15000	3750
Talisman	Raises Magic by 30.	Magic +30	NA	2000
Tarot Card	Raises Magic by 20.	Magic +20	6000	1500
Tetra Band	Reduces fire, ice, lightning, and water damage by half.	Defense +10, Magic Defense +10, Tetra Ward	NA	10
Tetra Bracelet	Converts fire, ice, lightning, and water damage to HP.	Defense +20, Magic Defense +20, Tetra Eater	NA	10
Telra Gloves	Adds fire, ice, lightning, and water to attacks and skills.	Strength +12, Magic +12, Tetrastrike	NA	10
Tetra Guard	Nullifies fire, ice, lightning, and water damage.	Defense +15, Magic Defense +15, Tetraproof	NA	10
Tiara	Raises Magic and Magic Defense by 5.	Magic +5, Magic Defense +5	2500	625
Titanium Bangle	Raises max HP by 40%.	HP +40%	3000	750
Twist Headband	Guards against Sleep.	Defense +4, Magic Defense +4	3000	750
Venom Shock	Adds Poison to attacks and skills. User can cast Bio.	Strength -5, Magic +3, Poisontouch	15000	3750
Wall Ring	Casts Shell and Protect when HP is low.	SOS Wall	10000	2500
Watery Gleam	Adds water element to attacks and skills.	Magic +8, Waterstrike	3000	750
White Cape	Guards against Sitence.	Defense +4, Magic Defense +4, Silenceproof	3000	750
White Lore	Use White Magic abilities learned as a White Mage.	Magic +12	50000	12500
White Ring	Halves ice damage. User can cast Blizzard.	Magic +4, Ice Ward	3000	750
While Tome	White Magic requires 40% less time. User can cast Osmose.	Agility +5, MP +10%, Turbo White Magic	NA	10
Wizard Bracelet	Automatically recover MP while walking.	MP +20%, MP Stroll	NA	10
Wring [-	From an ancient war. Makes its user a spellcasting machine.	HP -40%, Magic +80, Defense -20, Majo's Soul (generates a constant Poison & Haste effect on character; Black Magic spelfs require 50% less lime to cast); use any Black Magic already learned.	NA	10
Wristband	Raises Strength by 10.	Strength +10	1000	250
Yellow Ring	Halves lightning damage. User can cast Thunder.	Magic +4, Lightning Ward	3000	750

Characters



Varment Grids a Resumberes



Battle System





Items and Item Shops



Walkthrough



Mini Games



Firmes and Enemies



INDIAND SECTIONS



The term "item" refers to any object that is obtained during the game that can be used during combat or in the field to benefit your party. Dozens of items are tucked inside treasure chests located in various cities, dungeons, and wilderness

areas. You man purchase many of these items from shops and merchants throughout Spira. Monsters and enemies leave behind items when defeated in battle, and additional items can be snatched from enemies by using the Thief's Steal or Mug abilities. To view item descriptions and their use in the field, access the Items sub-screen.

Key Items are required in order to trigger certain events that advance the story of the game, to access new areas, or to decode the letters of the Al Bhed language. They are displayed in a separate menu within the Items sub-screen.



	ITEM TYPES							
_ مرنافيرا	_labe	Jikk We	LATTLE BLL	10.44				
4	Recovery	Yes	Yes	Restore HP, MP, cure ailments .				
0	Attack Item	No	Yes	Damage enemies, inflict ailments.				
*	Support Item	No	Yes	Cast beneficial effects on party.				
•	"Greens"	No	Yes	Capture and feed chocobos.				

CONSUMABLE ITEMS

Items are generally consumable goods that benefit the party in some manner, during combat or in the field. Recovery Items can be used in the field or during battle to restore lost Hit Points or Magic Points, to remove detrimental status ailments, or to revive characters who have fallen in combat. Some items that fall under the recovery category are Potions which are items used to recover a character's HP. Attack items can be used to attack enemies and inflict status ailments in reduce the combat abilities of monsters. Status items are used to raise the combat abilities of your characters to improve the chances of success in battle.

USING ITEMS

To use items in the field press the Triangle button to open the menu. Chose the "Item" option in the menu, move the cursor to highlight the appropriate item, and press the X button. When the character choice sub-menu appears, move the cursor to highlight the character who needs the item, and press the X



button again. If the character does not need the benefits of the item, a buzzer will sound. If an item in designed to benefit the entire party, flashing cursors will point to all three characters.

To use items during combat, select the Item command from character's battle menu. Scroll up or down to the desired item, then press the X button to use the item.



Using an item during combat requires one full turn, and the character who selects the item cannot act again until the next combat round.

FAST ITEM MENU SCROLLING

When your party carries many items, scrolling through the item list line by line takes longer. In the fast-paced battles of FINAL FANTASY X-2, this can become detrimental to your characters' survival. Whether you're in the Items sub-screen of the menu or the Item menu during combat; press the R2 button to scroll down one entire screen. Press the L2 button to scroll up one entire screen. Hold down either button to rapidly scroll through the entire list;

SORTING ITEMS

Items are stored in the Items sub-screen in the order in which they are received. To arrange items in a manner that makes them easier to find and use, such as during the hurried pace of a battle, cancel out of the Use function and select the Sort function. Items can be sorted by Manual or Auto methods. The Auto option arranges all items in the order predetermined by the game's design. The item lists in this chapter are arranged by the sorting of the Auto method.

If you want to make a certain item handier during combat, use the Manual method. Select the item you want to move to a new location. When the item is selected, a second cursor appears. Move the second cursor to the slot on the menu where you want to relocate the item and press the X button to move the item annually. Using this method, you can move items to blank slots or switch the locations of the temperature of the second cursor of the second cursor where you want to relocate the item and press the X button to move the item annually. tions of any two items.





Name	The name of the item as it appears in the game.
Description	The use of the item.
Buy	The item can be purchased at a shop for the amount of gil listed. Items without a number cannot be
	bought; they can only be found or stolen.
Sell	The amount of gil an item can be sold for at any shop.
Target	Single: The item affects one ally or enemy; All: The item affects all allies or all enemies
	simultaneously; Random: The item selectively affects all allies or enemies.

CONSUMABLE ITEMS LIST						
ITEM NAME	DESCRIPTION		-JHM-	Landel		
■ Potion	Restores 200 HP to one character.	50	12	Single		
♣ Hi-Potion	Restores 1000 HP to one character.	500	125	Single		
X-Potion	Fully restores HP to one character.	NA	250	Single		
■ Mega-Potion	Restores 2000 HP to each character.	NA NA	375	All		
■ Ether	Restores 100 MP to one character.	NA	250	Single		
■ Turbo Ether	Restores 500 MP to one character.	NA	750	Single		
Phoenix Down	Revives one character from KO.	100	25	Single		
Mega Phoenix	Revives the party from KO.	NA	1000	All		
■ Elixir	Fully restores one character's HP and MP.	NA	1250	Single		
Megalixir	Fully restores the party's HP and MP.	NA	5000	All		
*Antidote	Cures Poison .	50	12	Single		
*Soft	Cures Petrification .	50	12	Single		
¥ Eye Drops	Cures Darkness.	50	12	Single		
¥ Echo Screen	Cures Silence.	50	12	Single		
*Holy Water	Cures Curse, Itchy, and Pointless.	300	75	Single		
*Remedy	Cures all status ailments.	NA	375	Single		
■ Budget Grenade	Damages all enemies.	NA	12	All		
Grenade	Damages all enemies.	NA	25	All		
■ S-Bomb	Damages all enemies.	NA	50	All		
M-Bomb	Damages all enemies.	NA	75	All		
● L-Bomb	Damages all enemies.	NA	100	All		
 Sleep Grenade 	Inflicts damage and Sleep on all enemies.	NA	50	All		
Silence Grenade	Inflicts damage and Silence on all enemies.	NA	37	All		
Dark Grenade	Inflicts damage and Darkness on all enemies.	NA	37	All		
Petrify Grenade	Inflicts damage and Petrification on all enemies.	NA	50	All		
Bomb Fragment	Deals fire damage to one enemy.	NA	25	Single		
Bomb Core	Deals fire damage to one enemy.	NA	50	Single		
Fire Gem	Deals fire damage to all enemies.	NA	75	Random		
Antarctic Wind	Deals ice damage to one enemy.	NA .	50	Single		
Arctic Wind	Deals ice damage to one enemy.	NA	50	Single		
e Ice Gem	Deals ice damage to all enemies.	NA	75	Random		
Electro Marble	Deals lightning damage to one enemy.	NA NA	25	Single		
Lightning Marble	Deals lightning damage to one enemy.	NA	50	Single		
Lightning, Gem	Deals lightning damage to all enemies.	NA	75	Random		
Fish Scale	Deals water damage 🛍 one enemy.	NA	25	Single		
Dragon Scale	Deals water damage to one enemy.	NA	50	Single		
Water Gem	Deals water damage to all enemies.	NA	75	All		
 Shadow Gem 	Reduces HP of all enemies by 1/4.	NA	50	Random		
Shining Gem	Deals non-elemental damage to one enemy.	NA	75	Single		
Blessed Gem	Deals hely damage to one enemy.	NA	125	Single		
Supreme Gem	Deals non-elemental damage to all enemies.	NA	250	All		
Poison Fang	Inflicts damage and Poison on one enemy.	NA	25	Single		
■ Silver Hourglass	Delays the actions of one enemy.	NA	25	Single		
Gold Hourglass	Delays the actions of all enemies.	NA	37	All		



59

Characters

	CONSUMABLE ITEMS LIST (con	tinued) .		
ITEM MARK	. UNIVERSITATION	101	Julia	Tank Bara
Candle of Life	Casts Doom on one enemy.	NA	50	Single
Farplane Shadow	Sometimes inflicts Death on one enemy.	NA	75	Single
Dark Matter	Deals major damage to all enemies.	NA	7500	All
Chocobo Feather	Casts Haste on one character.	NA	40	Single
Chocobo Wing	Casts Haste on the party.	NA	50	All
Lunar Curtain	Casts Shell on the party.	NA	45	All
Light Curtain	Casts Protect on the party.	NA	45	All
 Star Curtain 	Casts Reflect on the party.	NA	45	All
 Healing Spring 	Casts Regen on the party.	NA	150	All
Mana Spring	Absorbs MP from one enemy.	NA	75	Single
Stamina Spring	Absorbs HP from one enemy.	NA	75	Single
 Soul Spring 	Absorbs HP and MP from one enemy.	NA	100	Single
Dispel Tonic	Negates all spell effects on one enemy.	NA	70	Single
Stamina Tablet	Doubles the max HP of one character.	NA .	200	Single
Mana Tablet	Doubles the max MP of one character.	NA	300	Single
Stamina Tonic	Doubles the party's max HP.	NA .	400	All
Mana Tonic	Doubles the party's max MP.	NA.	400	All
Twin Stars	Reduces the MP cost of one character to 0.	NA	200	Single
Three Stars	Reduces the party's MP cost to 0.	NA	1250	All
Hero Drink	Makes one character invincible.	NA	25	Single
Gysahl Greens	If you give it to a chocobo; restores 100 HP (Feed/capture chocobo)	NA	25	Single
Sylkis Greens	If you give it to a chocobo; restores 100 HP (Feed chocobo)	NA	25	Single
Mimett Greens	If you give it to a chocobo; restores 100 HP (Feed chocobo)	NA	25	Şingle
Pahsana Greens	If you give it to a chocobo; restores 100 HP (Feed chocobo)	NA	25	Single

KEY ITEMS

Key items are displayed in the Key Items menu of the Items sub-screen. All Key Items are obtained by completing certain objectives or triggering special events. Crimson Spheres contain short movies relating to the fate of the Crimson Guard squad of the Crusaders. Al Bhed Primers decode the language spoken by Al Bhed citizens. During conversations in Al Bhed, letters of the subtitles are converted to the common tongue if you have an Al Bhed Primer in your possession that translates one or more letters. Spheres contain short movies that help to unravel the mystery of the familiar looking stranger. You can review movie spheres at any time by speaking to Shinra on the bridge of the airship Celsius. Keys and objects enable you to unlock various chests and doors and explore areas previously unreachable.



KEY ITEMS LIST		
KEY TYEN JAME	Lican von	
Crimson Sphere 1	Appears to be part of some kind of record.	
Crimson Sphere 2	Appears to be part of some kind of record.	
Crimson Sphere 3	Appears to be part of some kind of record.	
Crimson Sphere 4	Appears to be part of some kind of record.	
Crimson Sphere 5	Appears to be part of some kind of record.	
Crimson Sphere 6	Appears to be part of some kind of record.	
Crimson Sphere 7	Appears to be part of some kind of record.	
Crimson Sphere 8	Appears in be part of some kind of record.	
Crimson Sphere 9	Appears to part of some kind of record.	
Crimson Sphere 10	Appears to be part of some kind of record.	
Al Bhed Primer I	Teaches the letter "A" in Al Bhed.	
Al Bhed Primer II	Teaches the letter "B" in Al Bhed.	
Al Bhed Primer III	Teaches the letter "C" in Al Bhed.	
Al Bhed Primer IV	Teaches the letter "D" in At Bhed.	
Al Bhed Primer V	Teaches the letter "E" in Al Bhed.	
Al Bhed Primer VI	Teaches the letter "F" in Al Bhed.	
Al Bhed Primer VII	Teaches the letter "G" in Al Bhed.	
Al Bhed Primer VIII	Teaches the letter "H" in Al Bhed.	
Al Bhed Primer IX	Teaches the letter "I" in Al Bhed.	
Al Bhed Primer X	Teaches the letter "J" in Al Bhed.	
Al Bhed Primer XI	Teaches the letter "K" in Al Bhed.	
Al Bhed Primer XII	Teaches the letter "L" in Al Bhed.	
Al Bhed Primer XIII	Teaches the letter "M" in Al 8hed.	

HET ITEM NAME	DESCRIPTION
Al Bhed Primer XIV	Teaches the letter "N" in Al Bhed.
Al Bhed Primer XV	Teaches the letter "O" in Al Bhed.
Al Bhed Primer XVI	Teaches the letter "P" in Al Bhed.
Al Bhed Primer XVII_	Teaches the letter "Q" in Al Bhed.
Al Bhed Primer XVIII	Teaches the letter "R" in Al Bhed.
Al Bhed Primer XIX	Teaches the letter "S" in Al Bhed.
Al Bhed Primer XX	Teaches the letter "T" in Al Bhed.
Al Bhed Primer XXI	Teaches the letter "U" in Al Bhed.
Al Bhed Primer XXII	Teaches the letter "V" in Al Bhed.
Al Bhed Primer XXIII	Teaches the letter "W" in Al Bhed.
Al Bhed Primer XXIV	Teaches the letter "X" in Al Bhed.
Al Bhed Primer XXV	Teaches the letter "Y" in Al Bhed.
Al 8hed Primer XXVI	Teaches the letter "Z" in Al Bhed.
New Beginnings Sphere	Led Yuna to become a sphere hunter.
Gagazet Sphere	Found in the Floating Ruins at Gagazet.
Sphere Fragment	Half of a sphere, found in the Zanarkand Rui
Awesome Sphere	Formerly hidden away in Kilika Temple.
Leblanc's Sphere	Left behind by Leblanc's gang.
Reassembled Sphere	Composed of two sphere fragments.
Logos's Sphere	Recorded by Logos in the Bevelle
	Underground.
Ormi's Sphere	Recorded by Ormi in the Bevelle Undergroun
Gaol Sphere	Found by Logos in the Bevelle Underground

South State State and	
KEY TEM NAME	DESCRIPTION
Nooj's Sphere	A sphere from Lucit.
Gippal's Sphere	A sphere from Rin.
Baralai's Sphere	Found in Guadosalam.
Paine's Sphere	Found inside Paine's sphere recorder.
War Buddy Sphere	A sphere from Beclem.
Besaid Sphere	Found on Besaid Island.
Syndicate Uniform (S)	Courtesy of Leblanc's goons.
Syndicate Uniform (M)	Courtesy of Leblanc's goons.
Syndicate Uniform (L)	Courtesy of Leblanc's goons.
Letter of Introduction	Letter from Gippal to Nhadala.
How to Repair with Soul	May be useful for repairing machines.
The Spirit of Recycling	May be useful for repairing machines.
The ABCs of Repair	May be useful for repairing machines.
Repairing for Dummies	May be useful for repairing machines.
Everyman's Repair Manual	May be useful for repairing machines.
Besaid Key	Engraved with the emblem of Besaid.
Desert Key	Found in the desert.
Twilight Rain	Enables Floral Fallal to learn Break
	Damage Limit.

KEY ITEM NAME	DESCRIPTION
Aurora Rain	Enables Floral Fallal to learn Break
	HP Limit.
Machina Booster	Enables Machina Maw to learn Break
	Damage Limit.
Machina Reactor	Enables Machina Maw to learn Break
	HP Limit.
Victor Primoris	Enables Full Throttle to learn Break
	Damage Limit.
Corpus Invictus	Enables Full Throttle to learn Break
	HP Limit.
Calm Lands Discount Pass	Allows bearer to ride hovers at a
	reduced fare.
Calm Lands Free Pass	Allows bearer to ride hovers free
	of charge.
Book of Magical Dances I	Enables Songstress to learn
	MP Mambo.
Book of Magical Dances II	Enables Songstress to learn
	Magical Masque.

Hitheramit

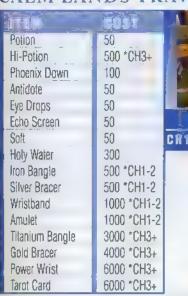
Battle System

SHOP LISTS

The shops throughout Spira sell supplies and accessories to daring young adventurers. During Chapter 1, all shops offer a minimum assortment of goods. As you progress through the game to higher Chapters, especially Chapter 3, shops begin to sell better items.

To determine when the shops will sell items, reter to the bar underneath the shop screenshot. The blue highlighted chapter number indicates the shop is available; the lighter color signifies it isn't available. CH3+ means it's available starting in Chapter 3, throughout the rest of the game

BESAID ISLAND CALM LANDS TRAVEL AGENCY





CH5





CH1 CH2 CH3

CH5

O'AKA THE MERCHANT. AIRSHIP CELSIUS

FARPLANE, DEPTHS



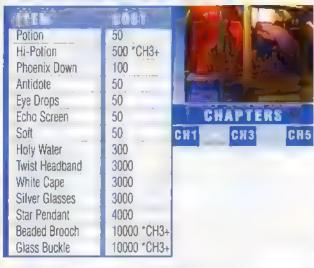


1		
	Potion	5
1	Hi-Potion	50
ı	Phoenix Down	10
ı	Antidote	5
H	Eye Drops	5
ne l	Echo Screen	5
	Soft	5
٦	Holy Water	30
d	*Debt Paid	

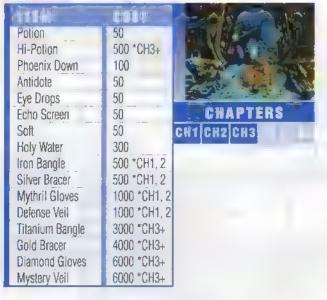


CH1 CH2

KILIKA ISLAND, PORT MERCHANT



ZANARKAND RUINS DOME MERCHANT



MI'IHEN HIGHROAD TRAVEL AGENCY



KILIKA ISLAND, TEMPLE MERCHANT

	ESUT.	The state of the s
Potion	50	The state of the s
Hi-Potion	500	The Day of the Control of the Contro
Phoenix Down	100	The self that a beautiful the same of the
Antidote	50	
Eye Drops	50	
Echo Screen	50	CHAPTERS
Soft	50	CH3 CH5
Holy Water	300	

THUNDER PLAINS TRAVEL AGENCY

		A CANADA CONTRACTOR
Potion	50	
Hi-Potion	500 *CH3+	The state of the s
Phoenix Down	100	
Antidote	50	Transport of the second
Eye Drops	50	A STATE OF THE STA
Echo Screen	50	CHAPTERS
Soft	50	CH1 CH2 CH3 CH4 CH5
Holy Water	300	
Lightning Gleam	3000	
Yellow Ring	3000	
NulShock Ring	8000 *CH3+	

GUADOSALAM

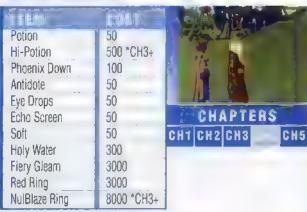
	Title !	
Potion	50	A STATE OF THE PARTY OF THE PAR
Antidote	50	
Eye Drops	50	
Echo Screen	50	and the second
Soft	50	
Holy Water	300	CHAPTERS
		CH1 CH2 CH3 CH5

Pearl Necklace 4000 Angel Earrings 5000 Gold Anklet 5000 Kinesis Badge 10000 Mute Shock 15000 Venom Shock 15000

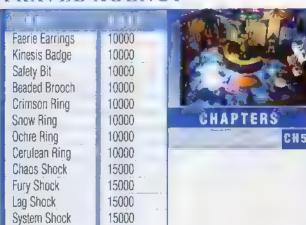
CHAPTER 3		
Gris-Gris Bag	4000	
Favorite Outfit	4000	
Regen Bangle	3000	
Wall Ring	10000	
Dream Shock	15000	
Venom Shock	15000	

ACCESSORIES CHAPTERS 5		
١		
	Pearl Necklace	4000
	Favorite Outfit	4000
	Angel Earrings	5000
	Gold Anklet	5000
	Mute Shock	15000
	Dream Shock	15000
	Blind Shock	15000
	Venom Shock	15000

BIKANEL DESERT MERCHANT



MACALANIA LAKE TRAVEL AGENCY



Must speak to Wantz

O'AKA THE MERCHANT, AIRSHIP CELSIUS

	INI	
Potion	49	
Hi-Potion	490	
Phoenix Down	98	
Antidote	49	A DECEMBER 1
Eye Drops	49	
Echo Screen	49	CHAPTERS
Soft	49	CH1 CH2 CH3 CH4 CH5
Holy Water	294	

'Starting prices

Star Pendant

THE GULLSTORE

THE GULLSTOKE		
		A STATE OF THE PARTY OF THE PAR
Potion	50	
Hi-Potion	500 *CH3+	
Phoenix Down	100	The state of the s
Antidote	50	THE RESERVE OF THE PARTY OF THE
Eye Drops	50	
Echo Screen	50	CHAPTERS
Soft	50	CH1 CH2 CH3 CH4 CH5
Holy Water	300	
Twist Headband	3000	
White Cape	3000	
Silver Glasses	3000	

4000

MACALANIA LAKE TRAVEL AGENCY

ATEM.	FORT	
Potion	50	THE COUNTY OF THE PARTY OF THE
Hi-Pation	500 *CH3+	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	CHAPTERS
Soft	50	CH2 CH5
Holy Water	300	
tcy Gleam	3000	
White Ring	3000	
NulFrost Ring	8000 *CH3+	

This m the Al Bhed version

BIKANEL DESERT OASIS CARAVAN

	ATEM .	1051	STATE OF LAND
ı	Black Choker	4000	1
ı	Potpourri	4000	The state of the s
ı	Gris-Gris Bag	4000	
ı	Pearl Necklace	4000	X 7 S ISSUED
١	Pretty Orb	4000	P C
ı	Dragonfly Orb	4000	CHAPTERS
ı	Chaos Shock	15000	CH3 CH5
ı	Fury Shock	15000	
ı	Lag Shock	15000	
	System Shock	15000	

MACALANIA LAKE TRAVEL AGENCY



Must speak II O'aka



. 58 ! ...n ·

CHAPTERS

CH5



CHAPTERS

FINAL FANTASY X-2 uses a very different advancement system than its predecessor, which featured a gradual approach to exploring the world of Spira. This time out, Yuna and the ladies of the Gullwings have an airship and the ability to jump to any location in Spira with the greatest of ease. This chapter indicates when events occur and how to complete them; it also illustrates how to experience interesting features of the game that you might overlook on your own.

CHAPTER SYSTEM

The game takes place in five "chapters." When the game begins, you automatically start in Chapter 1. After completing several key missions, you

progress to Chapter 2. You do not have to visit every location to complete a chapter. This means that progression through the game can be very fast or very slow, whichever method you prefer.



MISSIONS AND VISITING LOCATIONS

The first two missions in the game, "Luca" and "Mt. Gagazet—Floating Ruins," are mandatory introductory scenarios that must be completed to advance in the game. After clearing these two missions, the airship Celsius becomes yours to command and the crew will fly you wherever you want to visit. To fly to a certain location, speak to Buddy who sits to the left of Brother. After Buddy makes one or two comments, the navigation maps appear. The towns and major locations of the world of Spira are listed on the map in the same order they were visited in the original FINAL FANTASY X. After choosing a location, the Celsius crew will drop off the Gullwings at a Save Sphere in a relatively safe spot in the town or location of your choice. To return to the Celsius, examine a Save Sphere and choose the "Board airship" option. If you cannot board the Celsius from your current location, this option will not appear on the Save Sphere menu.

As much as possible, this walkthrough is organized according to the order of locations as listed on the Celsius's navigation map. This organization is most beneficial, because with the exception of Besaid Island, Kilika Island and Bikanel Desert, you can travel from location to location on foot, without need to return to the airship.



To take control of the airship, speak to Buddy.



Select one of the locations from the navigational map.



The airstip crew automatically fires to the location and drops the Gullwings off at a Save Sphere.



If the navigation map does not appear when you speak in Buddy, it means you still have duties to attend to on the Celsius before you can leave.

"HOTSPOTS"

As you complete missions in the game, certain "Hotspots" appear on the havigation map. These are key locations where new story advancements will take place. Visiting these locations and completing missions will bring you closer to the end of chapters and, eventually, the conclusion of the game. However, if you jump from Hotspot to Hotspot without visiting other areas

in between, you'll miss out on beneficial events that occur in unmarked areas. Each Hotspot is more difficult than the last, due to the fiends and boss monsters in each location. Take your time and visit other locations between trips to Hotspots!



STORY PERCENTAGE

Each time you save your game at a Save Sphere or during events, you'll notice a percentage marked "COMPLETED x%." The total amount of "COMPLETED x%" accumulated by the end of the game dictates whether or not you see a bonus ending at Zanarkand Ruins.

Throughout the walkthrough, specific situations are discussed and the effect on the game's story percentage is explained. The percentage points



gained for completing each mission are listed at the start of each location's description in the walkthrough. For a complete analysis on how your actions and decisions affect your game percentage, please reference the 100% Completion Guide section at the end of the walkthrough.

CHECKLISTS

Each portion of the walkthrough begins with three "checklists." If there is no information in one of the checklists, it's only because there are no funds or items in that location.

The "Wandering Fiends" list warns you about the fiends that appear during random encounters in an area. Cross-reference these lists with the information in the "Fiends and Enemies" chapter in this guide for a better understanding of the strengths and weaknesses of the enemies.

A fiend name marked in yellow indicates that the foe is a "Boss." Bosses are tough foes encountered only once during a mission; they do not appear in random encounters. The walkthrough chapter also includes statistics and notes to help you defeat these foes. Statistics presented in the walkthrough represent only the essentials. More extensive status information and details on each boss are also included in the "Fiends and Enemies" chapter.

	BOSS STATISTICS EXPLANATION
Name	The name of the boss. You may fight more than one boss simultaneously.
HP	Total Hit Points of the enemy. Damage inflicted to the enemy lowers HP. When HP reaches zero, the boss is defeated.
MP	Total Magic Points of the enemy. MP iii used to cast spells or perform special attacks. When MP reaches zero, the enemy cannot
	cast any more spells.
EXP	Total Experience Points gained by each surviving character who assists in defeating the enemy.
AP	Ability Points earned by each surviving character who assists in defeating the enemy.
Gil Dropped	The amount of money gained when the enemy is defeated.
Pilfer GII	The amount of money that might be obtained from an enemy by using the Pilfer Gil or equivalent abilities during combat.
	The amount piltered will range anywhere between 50% to 100% of the number listed.
Steal	Items that can be stolen from enemies using the Steal ability during combat. Quantities range anywhere from 50% to 100% of the
	number listed. Normal items have a 3/4 chance of being stolen; rare items have a 1/4 chance.
Drop	Items that may be left behind by defeated enemies when the battle ends. Normal items have a 7/8 chance of appearance;
	rare items have a 1/8 chance.

Each area's "Item Checklist" reveals the items found in treasure chests, as well as key items given to the party during events. Items marked with an **()** icon are things not found in chests. Instead, they are gained through story events.

The "Action Checklist" section depicts a shot-by-shot series of actions to take to complete the objectives in an area. Naturally, these images and captions cannot explain certain events of the game half as well as needed. The information within the walkthrough is written to support the "Action Checklist," or basically, to provide additional information needed to progress to the next chapter. Refer to both the "Action Checklist" and the contextual paragraphs in each section to fully understand events in the game.



WANDERING FIENDS

HP: 29 | TAP: 1 | f Gil: 30 Steal: Budget Grenade Drop: Potion

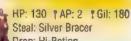
SHE-GOON † AP: 1 | Gil: 30 Steal: Budget Grenade Drop: Potion

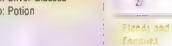
HP: 82 | † AP: 1 | † Gil: 100 Steal: Hi-Potion Top: Phoenix Down (x2)

HP: 86 | † AP: 1 | † Gil: 60 Steal: Silver Glasses Drop: Potion

HP: 97 | † AP: 1 | † Gil: 60 Steal: Iron Bangle Drop: Potion







Characters

Battle System

TAKE BACK THE GARMENT GRID!

to Paine and Rikku.

All of the enemies in this introductory mission can be easily defeated with just a few ordinary attacks. Choose the Attack option for Rikku and Paine in quick succession to score Chain attacks that will cause more damage. Once the action shifts to the Luca docks, follow the impostor around the circular promenade. Goons and She-Goons of the Leblanc Syndicate will approach, and physical contact with any of them triggers battles. Upon reaching the third dock, the boss fights with Ormi, Logos, and Leblanc occur in quick succession and the first mission ends. Refer to the boss strategies for help, if needed.



By lighting multiple battles in the docks area, Rikku and Paine can lean abilities



Touch the person ≈ the moogle suit at least once ≈ receive a small amount of story completion percentage.

????

Yuna's impersonator can be defeated with normal Attack commands. Issue the commands for Rikku and Paine in rapid succession to strike chain attacks for greater damage in one turn. Take out the two Goons first, then wait for both characters' battle gauges to fill completely and enter the attack commands in rapid succession to ensure mattack on the impostor.

Use Rikku's Steal ability to pilfer items from each foe before annihilating them. Rikku can usually steal a Budget Grenade from a Goon. After successfully stealing a grenade, use it on your next turn to damage the

For healing, find the person in the Moogle suit who is cringing in fear on the second

dock. Stand near the costumed individual and press X to completely restore HP and MP



entire enemy party in a single attack. To use a Budget Grenade, choose the Items command and select the Budget Grenade item from the list. A single Budget Grenade will nearly kill both Goons in a single attack and cause heavy damage To "????". Use this strategy as you fight through the Luca docks area as well. Also, try stealing a Hi-Potion from "????" before finishing the battle, especially since these powerful restorative items aren't easy to purchase yet.

GIL DROPPED: 100 PILFER GIL: 300 STEAL: Normal: Hi-Potion Rare: Hi-Potion

DROP: Normal: Phoenix Down Rare: Phoenix Down (x2)

LOGOS, ORMI

GIL DROPPED: 60 PILFER GIL: 200 STEAL: Normal: Silver Glasses Rare: Silver Glasses DROP: Normal: Potion Rare: Phoenix Down

Steal from Logos and Ormi for a chance to gain valuable accessories, then focus your attacks on Logos and take him out of the battle first.

Logos's gun attacks are quick and cause a lot of damage, whereas Ormi's shield attacks take longer to prepare, but inflict more damage. Logos occasionally uses a Potion on himself or Ormi, so the



Syndicate gunner should be eliminated first. Once the boisterous Ormi is alone, use Chain Attacks to take him down quickly.

GIL DROPPED: 60 PILFER GIL: 200 STEAL: Normal: Iron Bangle Rare: Iron Bangle OROP: Normal: Potion Rare: Phoenix Down

LEBLANC

This battle mainly serves as a tutorial on changing dresspheres during battle. Press L1 and change Yuna to the Songstress dressphere to proceed. Thereafter, cast Darkness Dance on Leblanc to blind her. An enemy inflicted with the Darkness

status ailment suffers a severe reduction in accuracy. As a

result, most of Leblanc's physical attacks will miss.

Recast Darkness Dance on Leblanc each time Yuna
gets a turn to maintain the advantage during the battle. Steal from Leblanc and perform chain attacks to

take her down. Rikku and Paine also have the ability to change to other dresspheres during this battle, if you so desire.

GIL DROPPED: 180 PILFER GIL: 500 STEAL: Normal: Silver Bracer Rare: Silver Bracer DROP: Normal: Hi-Potion Rare: Phoenix Down



ITEM CHECKLIST

*Al Bhed Primer (

*Al Bhed Primer ()

*Al Bhed Primer •

*Al Bhed Primer 0

Phoenix Down (x4)

Ether

Remedy (x3)

Potion (x4)

Vanguard Garment Grid ()

*Only if you haven't mastered Al Bhed.

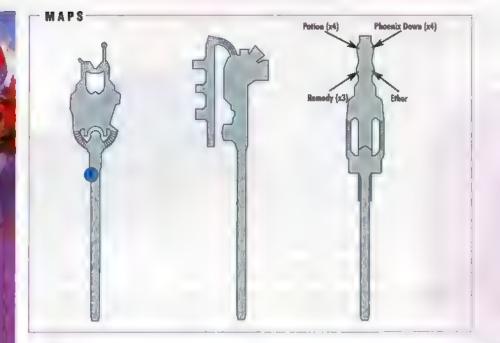


Battle System





Agric Logics y



ALL ABOARD!

Following the initial scenes, direct Yuna around the Bridge area and speak to Paine and Rikku for backstory. Speaking me Brother nets you three Al Bhed Primers, which enable you to decipher letters in the subtitles that appear whenever someone is speaking the Al Bhed language. Speak to Buddy to obtain an Al Bhed Primer, and talk to Shinra to learn what he knows. Navigate Shinra's menus to view information on the combat system, the menus, and a variety of other topics. If you want to know why Yuna has embarked upon this quest and whom she is speaking to in her private thoughts, select the "Treasure Spheres" option to view the sphere titled "Journey's Start." Complete the Garment Grid tutorial to receive the Vanguard Garment Grid.





Speak to Shinra learn about the game system. It wew the images stored on treasure spheres to read bios on main characters, and twee wanalysis data of fiends.

A LITTLE SHOPPING BEFORE NAPTIME

Ride the elevator to the Cabin area and speak to Barkeep, the Hypeilo crea ture behind the bar. Barkeep sells basic items for use in combat, as well as few decent accessories. For the time being, purchase some items that guard

against status ailments like Antidotes, Eye Drops, Echo Screens, and Softs. Save the rest of your gil for bigger purchases. When finished shopping, speak to Barkeep again and select the "Rest" option. After resting, head back toward the elevator to hear an announcement from the Bridge.



Barkeep lakes care of all your needs onboard the Celsius airship

REQUIRED REST

Remember to rest at least once in the Cabin area during every chapter. During Chapter 5, you will only be able to witness certain events on the Celsius if you rested during each chapter.

RAID THE SUPPLIES

Exit the control room area and use the Save Sphere in the corridor if you desire. Proceed further down the corridor onto the elevator, and use the control panel to ride down to the Engine Room. There are four chests in the engine room that are restocked at the start of each new chapter. In Chapter 1, these chests contain the following: Phoenix Down (x4), Ether, Remedy (x3), and Potion (x4).



The elevator transports you to any part of the ship.



Remember in return in the Engine Room each time a new chapter begins to find all four chests restocked.

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	∬ 3000
Silver Glasses	3000
Star Pendant	4000



WANDERING FIENDS

AHRIMAN HP: 99 † AP; 1 † Gil: 20 Steal: Potlon Drop: Eye Drops

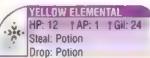




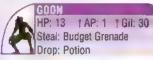


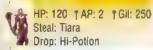
RECOIL
HP: 38 | † AP: 1 | † Gil; 10
Steal: Budget Grenade
Drop: Potion

















HP: 480 † AP: 1 † Gil: 300 Steal: Remedy Drop: Star Pendant

ITEM CHECKLIST

Yellow Ring

Mega-Phoenix White Ring Red Ring Star Pendant Muscle Belt Black Mage Dressphere •



mitte atte

G

CLIFFS AND CRAGS

Follow the on-screen instructions to learn how to jump and climb up ledges. After leaping the first gap, follow the girls to a place where you can see a treasure chest below. Drop down to open the chest for a **Yellow Ring**.

Movup to ledge join and tunin with

After grabbing the accessory, move to the ledge on the left and hold Circle to climb back up. Then run loward the ledge and hold Circle to jump the gap.

Move left and hold Circle to climb back up to the first ledge. Then run toward the ledge and hold Circle to leap across and join the other girls. Run down the stairs and use the Save Sphere. Take this opportunity to make sure everyone is equipped with an accessory, and then proceed.

When the girls reach a dead end, press the button on the wall to start the elevator. Reaching the bottom of the shaft, hop down the ledges until you reach the base of the waterfall. Move left in front of the waterfall and hop up the mountain ledge to find a chest containing an Elistir. Then hop back across the platforms until you reach the ruins of a suspended road.



When you reach the bottom ledge, melet for an item and then go back to the right to continue.



Climb this ledge I initiate the boss light.

LEBLANC, LOGOS, ORMI

GIL DROPPED: 250 PILFER GIL: 700

EXP: 310

MP: 10 EXP.

STEAL: Normal: Tiara Rare: Tiara

DROP: Normal: Hi-Potion Rare: Hi-Potion (x2)

A Thief will have a grand old time during this battle, considering all the accessories that are up for grabs from this trio. If your Thief has learned the Pilfer Gil ability, you can also gain lots of gil for the time being. Note that till enemies have more gil to steal during a battle than they will drop after a battle.

Dattle System

Also, have a Songstress keep the enemy trio blinded with Darkness Dance while a

Warrior or Gunner attacks. Concentrate your efforts to rob and eliminate
Leblanc first, since her attacks damage the entire party. With her gone, take out
Logos and Ormi,

GIL DROPPED: NO PILFER GIL: 280 STEAL: Normal: White Cape Rare: White Cape DROP: Normal: Potion Rare: Phoenix Down



STEAL: Normal: Gauntlets Rare: Gauntlets DROP: Normal: Potion Rare: Phoenix Down



RACE TO THE PEAK

The on-screen timer indicates the time remaining before the Leblanc Syndicate reaches the treasure sphere at the top of the Floating Ruins. If you reach the top before the Syndicate, you get an opportunity to claim a great accessory. The timer stops during each random and event battle. It is possible to grab all the items in the ruins and reach the top before the Leblanc Syndicate, but only if you hurry! Ignore the tilted columns, which only lead to a dead end. Instead, hold the Circle button to climb over platforms to reach the door.



Run to the far end of the rulned highway, where a chest contains a valuable **Mena Phoenix**



Fight Logos's goon squad, then enter the temple.

SNATCH BEFORE YOU CHOP

You may encounter Divebeaks during some of the random encounters in the Floating Ruins. Although these bird-like monsters are easily dispatched with a single attack, a Thief can steal Ethers from them on occasion. Ethers are a difficult item to come by in the game, so attempt to steal one before finishing off these creatures.



TEMPLE INTERIOR

Just inside the entrance to the ruins, move left or right and climb up a ledge to find a mysterious switch an either side of the room. Pressing both switches lowers a column in a connecting corridor. However, this task is entirely optional.



The two switches lower a column in



Climb back out the way you came, then leap across the platform tops

If you pressed the mysterious switch-

es in the first room of the ruins, this

is where the column fell. As you can

see, you can cross this room just as

easily by dropping into the pit and climbing right out. This curving hallway emerges onto a ledge with a chest that has a **Red Ring** inside. Run back to the intersection, but

this time take the other branch out

to another ruined highway.

Head north from the entry point and drop into the first pit to find a chest containing a White Ring. Climb out of the pit and jump across the platforms heading north. At the intersection, go down the corridor to the right.



Take the first my a inside the rums to reach the chest on this isolated platform

REACHING THE TOP

Follow the road around the ruins until you're almost at the end. After Ormi orders some Recoils and She-Goons to attack, hop up a series of rocks floating just off the right side of the toppled pillar. Follow the curvy ribbon

of ledge around the spire to a chest at the end, which contains a Star Pendant, then return to the slanted pillar, hop across the gap and quickly go after Leblanc before time runs out. If you beat Leblanc's Syndicate to the Save Sphere, you'll see them hanging from a ledge below a chest. Open the chest to obtain a Muscle Belt.



Dash all the way around the tower to find this hidden chest.



Jump across this gap to reach the top.



If you fail to reach the top cliest before time runs out, the chest will be empty. Either way continue to climb the cliff ledges and go up the stairs

BORIS

For the most part, Boris the spider presents a fairly straightforward brawl. Switch dresspheres (if needed) so that at least two characters can attack, while the third slips into the Songstress dressphere and casts Darkness Dance on the fiend every other round. A single attack by

this powerful creature can cause about 50 HP damage, so immediately use a Potion on a character who drops below 70 HP. If Boris gets to use its Sticky End attack, check to see if anyone's battle gauge turns gray and stops. This indicates that the character has been inflicted with Stop status, and the only way to cure it at this point is to use a Remedy or wait for the ailment to go away. Otherwise, attack and blind Boris to win the battle.



GIL DROPPED: 300 PILFER GIL: 700 STEAL: Normal: Remedy Rare: Remedy (x2)

DROP: Normal: Star Pendant Rare: Star Pendant

HOTSPOT ALERT!

Back on the bridge of the Celsius, speak to Brother and choose the option "Comfort King," then speak to Shinra to view the contents of the sphere that was taken from the Floating Ruins. Although the images recorded on the device don't reveal much, the sphere turns out to be the Black Mage Dressphere. If you equip a character with this dressphere for the test of Chapter 1, you will be satisfied with the results.

Afterward, Buddy reports new Hotspots for sphere activity. The Hotspots are Besaid Island and Zanarkand Ruins. If you go to Zanarkand after exploring Besaid Island, you will trigger the Kilika sphere hunt.



Budhy won't allow you to navigate to any location until Shinra shows you the contents withe sphere.



Once you visit Zanarkand after exploring Besaid Island, you'll be on a collision course with the end of Chapter 1 Visit other locations firsti

HOTSPOTS ARE A FAST TRACK!

If you go to Zanarkand after exploring Besaid Island and complete the mission, you're taken straight to Kilika for the final mission of Chapter 1. Consequently, you will miss all the extras that Chapter 1 offers, as well as a hefty amount of story completion percentage.

Hotspots do not disappear for any reason. The missions at Besaid and Zanarkand will remain until you visit every other location. This walkthrough is organized to help you visit every location in Spira before completing Chapter 1. Visit the locations in the order presented to get the most from the game.



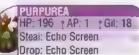
WANDERING FIENDS

GHOCOBO HP: 368 ↑ AP: 0 ↑ Gil: 0 Steal: N/A Drop: N/A

> IRON GIANT HP: 222 ↑ AP: 1 ↑ Gil. 40 Steal: Budget Grenade Drop: Budget Grenade

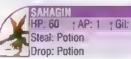


GOSURI. HP: 320 y AP: 1 ; Gil. 30 Steal: Phoenix Down Drop: Potion (x2)





COYOTE
HP: 74 TAP: 1 TGil: 10
Steal: Potion
Drop: Potion





HP: 55 † AP: 1 † Gil: 20 Steal: Potion Drop: Potion

SALLET
HP: 60 | AP: 1 | Gil: 10
Steal: Potion
Drop: Potion

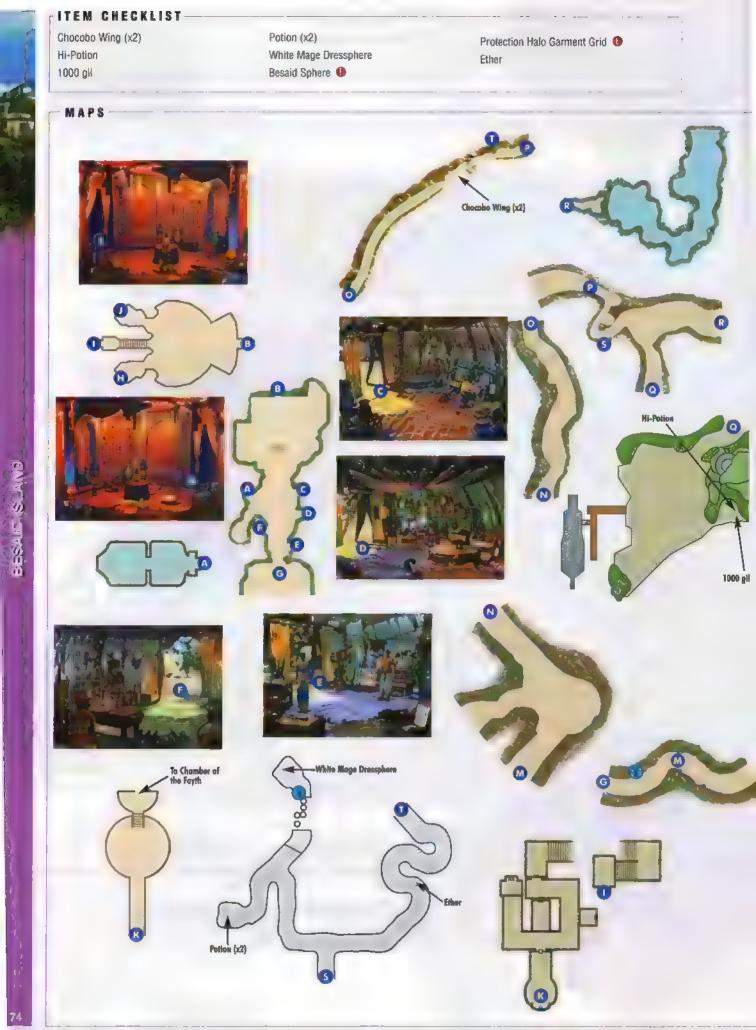


78

3

Ballie System

5



HOMECOMING

Engage a series of scenes by following the first couple of steps in the Action Checklist section. After resting for the night at Wakka's place, exit the hut and speak to Lulu. Accept the "Where's Wakka?" mission, and speak to people around the village to get clues on the whereabouts of a mysterious cave. To penetrate the cave, you must locate four numbers hidden in various locations around the island and input them in the correct order into the security panel on the

door barring the entrance of the cave. Collectively, the people of the village will tell you everything you need to know to complete this mission. After speaking to the appropriate people (see the following screenshots and captions), exit the village and follow the path to the beach area:



The woman standing hear the exit of lown has the best clue regarding the location of the cave



Jassu, behind the counter at the lodge, knows where cipher number one is located



Datto, resting at the back of the radge indicates where to find cipher number



Speak to the man in shorts wandering around town to learn about the "Four Ciphers."



Talk with the young woman walking her dog to learn the locations of ciphers two and three of the four-number code

THE FOUR CIPHERS

Head up the hill from the village to the second outdoor area. Check the on-screen map to find a purple beacon near the shrine at the cliff's edge. Examine the shrine to view a number. The number is randomly generated, so make a note of it. This number is the first of the four ciphers. Continue downhill into the ruins area. Climb up the first broken column on the left and search to find the last number of the four-digit combination.



This is the first cipher of the fourthait code.



The cipher found alop this column is the last in the series.



lieasure chesis sometimes rest in strange places

Keep moving uphill after Brother contacts the group. As you approach the bridge in the waterfall area, move to the left of the bridge and drop down to the rocky area at the bottom of the falls. A treasure chest on the rocks contains a Chocobo Wing (x2). Exit the area by climbing out the way you dropped down.



This is the accir you seek to open Just two more ciphers to go.

Cross the bridge and continue into the overgrown area. Among the rough, move to the left side of the screen to notice some steps and a door with a number key lock. You don't yet have all of the numbers for the code, so continue down the slope and head toward the beach area.

At the beach, go back a few steps to the left to see a kid on a rock ledge higher up. Press Circle to hop up to the kid, then continue climbing up to the ruins. Check the flashing beacon to find another cipher, then move left across the ledge and jump across the gap to a grassy rise. Drop from the rise into a secret sandy cove, where two chests contain a Hi-Potion and 1000 gil. To climb out of the cove, climb onto the cargo boxes stacked near the cliff face. Proceed across the beach, following the shoreline until you reach the grassy rocks at the far end. Climb up those rocks and check the beacon there to find the last number.



The cipher that is third in the series is hidden amongst these ruins.



Battle System

Leap from the backside of the ruins into this cove, open the two chests, and use the crates to climb out.

Return to the cave entrance. When you have all of the ciphers, they will be displayed at the top of the screen in the correct order. Input the number combination into the panel beside the door and proceed into the cave.



The second and last remaining cipher lies among these rocks at the fat end of the beach



If you dian! take the time to get clues from the villagers, just input the ciphers in the order described in the captions for all the screenshots above.

SECRET OF THE CAVE

After speaking to Wakka in the cave, move to the dead-end on the right to locate another panel for cipher input. Sorry, but the correct ciphers won't be revealed until later in the game. Follow the cave to the first intersection, where Brother checks up on Yuna yet again.



Use the Save Sphere after jumping over these rocks

Take the left branch to a chest containing a Potion (x2), then return to the intersection and head the other way, jumping and climbing across some narrow rock platforms. Use the Save Sphere on the other side, then proceed into the chamber at the end and examine the sphere on the pedestal.



FLAME DRAGON

The Flame Dragon is strong versus fire and weak versus cold. Use the Warrior's Ice Brand attack and the Black Mage's Blizzard spell to quickly break down this fiend.

Meanwhile, a Songstress can successfully cast Darkness Dance,

although the Flame Dragon seems capable of inflicting damage even while blinded. A much better use for a third character is to administer Potions. Be prepared to recoup each time the Flame Dragon breathes fire, which causes between 100-175 points of damage to each character. After bathing in the flames, use a full combat round to heal the entire party.



GIL DROPPED: 300 PILFER GIL: 800 STEAL: Normal: Hi-Potion Rare: Hi-Potion (x2)

OROP: Normal: Red Ring Rare: Red Ring

THE SECOND CIPHERS

The shop is in the first tent to the left as you enter the village of Besaid. The shop person sells rare items for large amounts of gil that you probably can't afford just yet. During Chapter 1, she offers a Besaid Key for 900,000 gil. This is the key that unlocks the treasure chest inside the north chamber inside Besaid Temple. If, by some very hard work, you've accumulated this much already, purchase the key and use it to unlock the chest in the north room of the temple to receive the Search Sphere, then speak to the man in the south chamber to determine how to use it.



Got git? Probably not. . but if you .



.but if you do, this m where you'll find the Search Sphere.



Answer this man honestly for clues regarding the second four ciphers.

If you intend to purchase the key but don't have the gil required, don't speak in the clerk until you're ready! Each time you visit the shop and inquire about the key, there is a 25% chance that the key will have been sold to a traveler. The chance for the clerk to sell the key to the traveler increases to 50% if you have spoken to the priest sitting cross-legged in the south chamber inside the temple of the fayth.



Paying a high price for the Besaid Key now enables you to tansack this chest in Chapters 1 and 2, instead of having wait until Chapter 3.

The Search Sphere enables you to find four more ciphers for the door inside the cave where Wakka was found. Along the path, you'll find a chest containing an Ether. This path eventually leads to a ledge high above the waterfall area, where an extra Garment Grid is located. For more details, refer to the section on Besaid Island in Chapter 3.

Since you probably can't afford such exorbitant prices at this early stage of the game, return to the shop and speak to the clerk again in Chapter 3. At this later point in the game, the clerk will be desperately attempting to sell the key for a much lower price, and you can easily acquire and use the Search Sphere at that time.

BESAID ISLAND SHOP		
ITEM	COST	
Potion	1 50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Watery Gleam	3000	
Blue Ring	3000	



ITEM CHECKLIST

Healing Wind Garment Grid 10 Lunar Curtain (x2)

Zurvan Coins (x5) 🙃 Coyote Coins (x5) 😁

*Al Bhed Primer 0

Flan Coins (x5) 0

Halm Coins (x5) 🐠

*Only if you haven't mastered Al Bhed.

Buttle System

PROMOTING THE IMPOSTOR

Return to Luca for a little fanfare following the concert. Dressed as a moogle, Yuna must hand out 10 balloons in the plaza area. The child running in a circle and a man dressed in green will not accept balloons, but everyone else will. Give a balloon to the man standing near the door at the back of the red carpet area. Also,

there are two people hidden behind a window near the café. Examine the window to open it. Give each person behind the shield a balloon. After completing this task, Yuna receives the Healing Wind Garment Grid. This Garment Grid enables the user to cast Cure. It also allows the user to cast Cura and Curaga by changing dresspheres during combat.



Open the window at the caté in the back of the area.



Give balloons in these two guys, and everyone else in the square who will take one



Give this hidden men a balloon as well

INTRODUCING SPHERE BREAK

After completing the first mission in Luca and returning to the Celsius, return to Luca again. Descend the stairs, and this time, notice a chest on a small islet just over the curb. Climb onto the curb and jump over the tree to the chest that contains a Lunar Curtain (x2) during Chapter 1. This chest reappears during different chapters, so check it out each time.



Climb onto the curb, then jump over the chest.



Rin also encourages your language studies by handing over Al Bhad Primer XXII.

Travel to the stadium and go down the stairs behind the information booth and to the right of the entrance to the stadium. Those who played FINAL FANTASY X will instantly recognize Rin of the Al Bhed Travel Agency. He is introducing Sphere Break, a mini-game that people can't stop playing in Luca.

To learn how to play Sphere Break, exit the corridor and head to the other locker room corridor to the left of the entrance to the stadium. Speak to the little person in blue standing at the front of the crowd and ask questions to learn about Sphere Break. The important question to ask is "Tell me the rules!" for which you receive 5 Helm Coins, 5 Zurvan Coins, 5 Coyote Coins, and 5 Flan Coins. You'll then learn how to play Sphere Break from start to finish. After reading all the tutorials, speak to the little blue person again to practice Sphere Break. Learn as much about Sphere Break as possible because there is a tournament in Luca during Chapter 3!



This little person knows all the rules Read the tutorials because your skills and knowledge of the game will be tested in Chapter 3's tournament

Battle Systom



WANDERING FIENDS

BULLY CAP Steal: Eye Drops Drop: Eye Drops

IRON GIANT

HP: 10 | 1 AP: 1 | 1 Gil: 12 Steal: Potion UDrop: Antidote PURPURÉA

DIVEBEAK

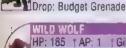
FLAN PALIDO HP: 188 TAP: 1 TGil: 30 Steal: Potion **Drop: Potion**

HP: 258 1 AP: 1 TGII: 20 Steal: Phoenix Down Drop: Phoenix Down

HP: 196 TAP: 1 1 Gil: 18 Steal: Echo Screen Drop: Echo Screen

DUADRICORN HP: 188 TAP: 1 TGii: 13 Steal: Echo Screen ◆Drop: Potion

SHANTAK HP: 11301 AP: 1 | 1 Gil: 120 Steal: Remedy Drop: Phoenix Down



Circlet

NILD WOLF HP: 185 | AP: 1 | Gil: 12 Steal: Potion

HP: 222 | AP: 1 | Gil: 40

Steal: Budget Grenade

Drop: Potion

-ITEM CHECKLIST

Phoenix Down (x2) 500 oil

Holy Water (x2) Potion (x2)

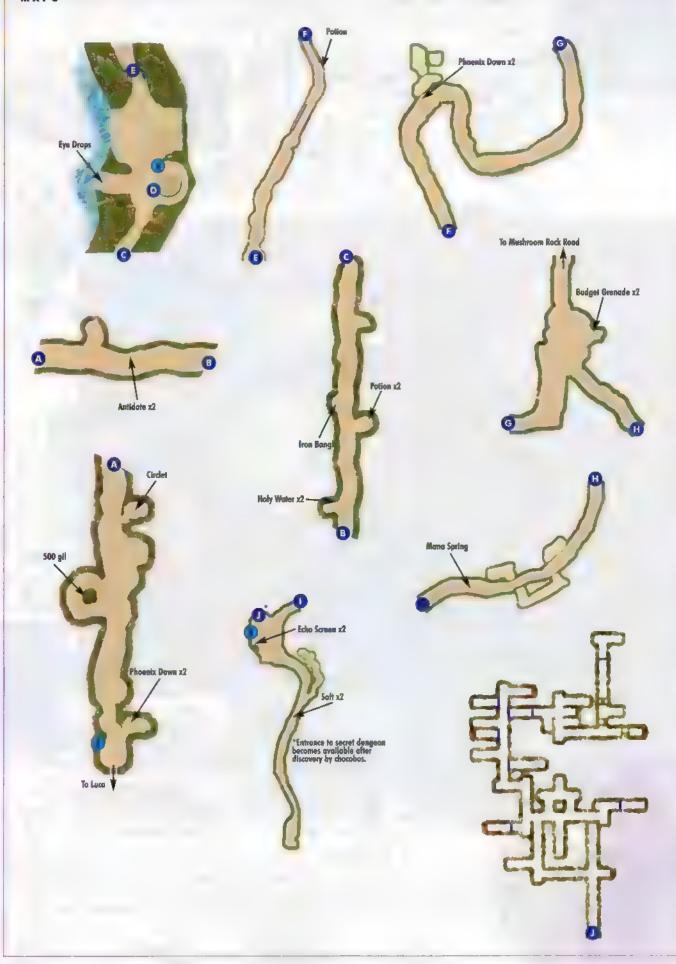
Antidote (x2)

Iron Bangle Eye Drops (x2)

Potion

Phoenix Down (x2) Budget Grenade (x2) Mana Spring

Echo Screen (x2) Soft (x2)







The Mi'ihen Highroad is just as populated as ever with interesting people

Enter the Mi'ihen Highroad to gain a few story completion points. Speak to the people near the entrance if you desire. The guy by the stairs explains the benefits of riding a hover versus using a chocobo like in the old days. Speak to the person closer to the Save Sphere if you want to ride a hover another destination; it only costs 30 gil. However, traveling up the Mi'hen Highroad on foot is a great way to level up, learn abilities, and gain some items from chests.

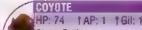
HIGHROAD TRAVEL AGENCY SHOP		
ITEM	COST	
Potion	50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Iron Bangle	500	
Silver Bracer	500	
Gauntlets	2500	
Tiara	2500	





81

HP: 94 | † AP: 1 | † Gil: 14 Steal: Eye Drops Drop: Eye Drops



HP: 74 TAP: 1 TGil: 10 . Steat: Potion Drop: Potion

RED ELEMENTAL

HP: 99 1 AP: 1 1 Gil: 26 Steat: Potion Drop: Potion



HP: 9999 † AP: 2 | 1 Gil: 300 Steal: Ether Orop: Hi-Potion

ITEM CHECKLIST

1000 gil Turbo Ether Phoenix Down Hi-Potion

Crimson Sphere 9 🐠

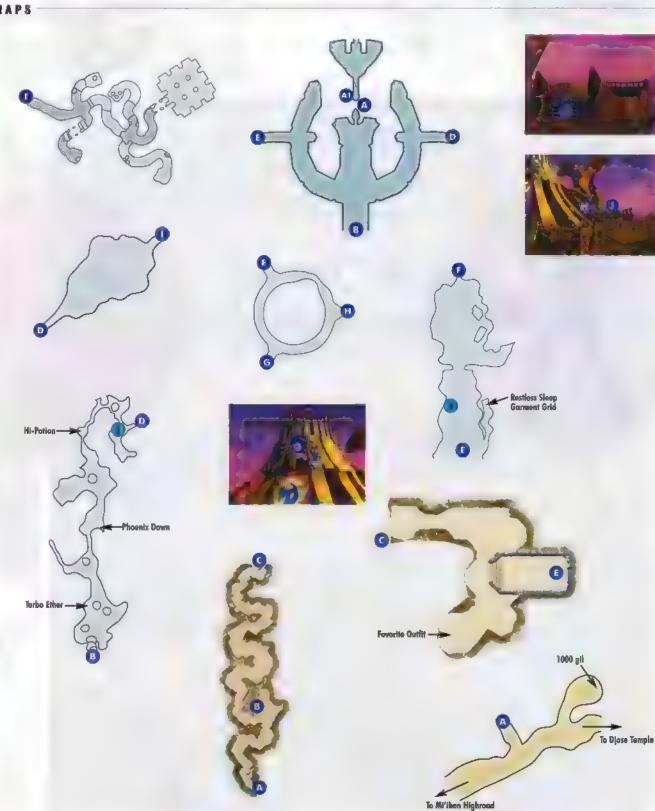
Glass Buckle 0

Heart of Flame Garment Grid 10

Favorite Outfit

Restless Sleep Garment Grid

MAPS



MUSHECOM ROCK ROAD

YOUTH LEAGUE GREETINGS

Entering from the Mi'ihen Highroad, the girls spot Leblane's cronies traveling ahead. Continue forward until Yaibal addresses Lady Yuna. Agree to destroy the fiends on the road, then speak to Clasko, a recognizable character from FINAL FANTASY X. Continue up the road to collect the 1000 gil from the treasure chest near the statue of Mi' ihen, then return to the Youth League greeting party and head past them into the next area.





FOGGY FIEND FRENZY

Follow Logos and Ormi into the ravine, and fight through the lower areas, collecting the items from the chests along the way. Upon reaching a Save Sphere, go inside a cave to confront the bandits. When they flee, Logos and Ormi leave behind the **Crimson Sphere 9** in their haste. Examine the strange door to see something weird and mysterious, then head toward the exit to speak with Maroda. Leave the cave and run back to the point where you dropped into the lower area.





TONBERRY TERROR

If you encounter a Tonberry, run away! These deceptively small creatures have 9999 HP and inflict tremendous damage to low-level characters. Only by casting your most powerful spells repeatedly will you defeat a Tonberry. Offering little EXP and AP, the only advantage to fighting a Tonberry is that they are added to Shinra's bestiary. Otherwise, you might steal Ethers and pilfer large amounts of gil from them. However, the chance to steal from them is very small. Unless you like taking extreme risks, command your party to escape after successfully robbing the monster.





MEETING WITH THE YOUTH LEAGUE

Continue across the upper part of Mushroom Rock to the north lift and ride it up to the elevator level. After speaking with Elma, the mission is complete. The party receives a Glass Buckle and the Heart of Flame Garment Grid. After the scene, move below the guards and open the treasure chest on the lower ledge to obtain Favorite Outfit. Get on the elevator and ride to the level above.



Maschun reveals the untire backstory regarding New Yavon and the Youth League.

Go up to the entrance of the Youth League Headquarters building and speak to Lucil twice to view two different scenes. After speaking with Lucil, find Maechen off to the right. Speak to him and ask him to



Move ■ Ine year ■ the elevator and press X.



Hidden on a ledge just outside Youth League Headquarters is a chest conlaining the Restless Sleep Garment Grid

tell you a story. Use the "Please go on" option if you want to proceed, or use the "Enough, enough!" option to quit. Get through the entire story to understand past events that will come into play throughout the game, and to ensure you gain all the completion percentage possible.



When you're finished, run through Mushroom Rock back to where Yaibal greeted the party. Continue down toward the Save Sphere and speak to Clasko, who in shaking his head in agony near the edge of the cliff. Allow him to ride onboard the airship by choosing the option, "The more the merrier!" Use the Save Sphere to return to the Celsius, speak to Shinra, and watch Crimson Report 1, which was on the sphere you found in the ravine. Then go down to the Cabin and speak to Clasko, who's standing on the upper level by the window.

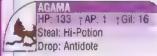


Poot Clasko Will he ever find III true calling? Perhaps you can help and benefit in the process.





BANDIT HP: 132 | AP: 1 | Gil: 30 Steal: Budget Grenade

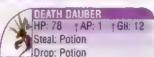




CHOCOBO HP: 368 † AP: 0 † Gil:0

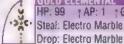
Steal: N/A Drop: N/A

Drop: Potion



SALLET HP: 60 (AP: 1) Gil: 10 Steal: Potion

Drop: Potion



GOLD ELEMENTAL
HP: 99 † AP: 1 † Git: 25
Steat: Electro Marble

CITEM CHECKLIST

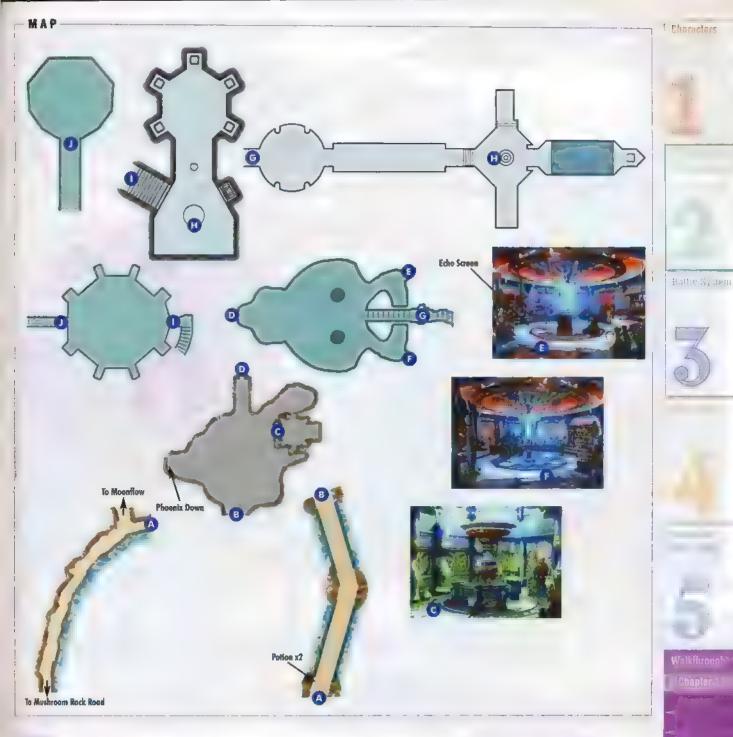
Phoenix Down Echo Screen Potion (x2)

Drop: Potion

*Al Bhed Primer ()

Letter of Introduction @

*Only if you haven't mastered Al Bhed.



GOTTA GET PAID!

Many people are gathered around the Djose Temple entrance waiting to be interviewed by Machine Faction leader Gippal. After the leader arrives, a line forms in front of the shop off to the right. Simply wait in this area until all of the other applicants go inside. To expedite the wait, sneak off to the far side of the area to find a chest containing a Phoenix Down, or spend some time speaking to the other people standing around the area.



You can take Gippal's tetter directly Bikanel Desert, or you can explore this region further and cross the Moonflow for old time's sake.

After all of the applicants have gone inside, enter and speak to the man at the counter. Tell him you want to dig, then exit the building and go inside the temple. After speaking with Gippal, you receive the Al Bhed Primer IV. Follow Gippal out of the temple. Leave the temple grounds and continue across the bridge. After expressing an interest in the job, Gippal will hand over the Letter of Introduction. After the scene, head across the bridge to find a chest with a Potion (x2) inside.



Wait for the line more forward.



HP: 133 | AP: 1 | Gil: 16 Steal: Hi-Potlon Drop: Antidote

HP: 132 | AP: 1 | Gil; 140 Steal: Budget Grenade Drop: Potion

Drop: N/A

CHOCOBO HP: 368 1 AP: 0 1 Gil: 0 Steal: N/A

FLAN AZUL HP: 55 | AP: 1 | Gil: 20 Steal: Potion

Drop: Potion

PROTOCHIMERA HP: 420 TAP: 1 TGil: 120 Steal: Potion

Drop: Phoenix Down

QUADRICORN HP: 188 | TAP: 1 | TGII: 13 Steal: Echo Screen Drop: Potion

SHELL SHOCKER HP: 4700 | AP: 1 | Gil: 780

Steal: Iron Bangle Drop: Black Ring

TAKEUBA

HP: 984 | AP: 1 | GII: 75 Steal: Phoenix Down Drop: Phoenix Down

ITEM CHECKLIST

Gun Mage Dressphere ()

Circlet 0

Helios Guard Garment Grid 10

CARAVAN BODYGUARDS

Enter the Moonflow via the navigation menu of the Celsius to trigger an extra scene. Then find a small person dressed in red running nervously around the area near the Moonflow Banks.



This is Tobb. He will reward you we'll for finding and protecting his caravan Head south from the banks of the Moonflow down the road toward Djose, and continue until a Hypello begs for help. For this mission,

you must follow the wagon north on the Moonflow road. If any bandits steal any of the cargo, you must chase them down and get it back. Once you catch up to the bandit, press X to initiate a battle and defeat the bandits to retrieve the cargo. After doing so, move ahead of the caravan and the chocobo will begin to pull the wagon forward again.

When you reach the bank of the Moonflow, Tobli shows his appreciation to the Gullwings by offering the Gun Mage dressphere, a Circlet, and a Helios Guard Garment Grid as a reward! Ride the shoopuf across the Moonflow and race up the forest path to Guadosalam.



When the Hypello's wagon reaches a sharp bend in the road, move Yuna around the corner and the chocobo will resume travelling.



Tobh proves to be a generally sort it will benefit you greatly to assist him over and over again.

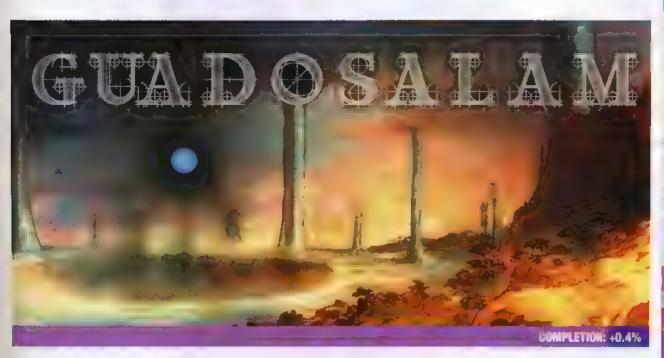
BANDIT THE BANDITS!

A Thief can steal lots of gil from bandits by using the Pilfer Gil ability. Talk about no honor among thieves!









LONGING FOR THE FARPLANE

The only thing to do in Guadosalam at this point is to gain a small amount of story completion by watching two scenes. After the initial cinema that occurs upon entering the town, move up the central ramp toward the Farplane entrance to view another scene. While

you're here, stop at the item shop on the mid-level of town, which carries the best accessories you can purchase in Chapter 1. Afterwards, run back to the lower level and exit Guadosalam via the cave near the Save Sphere.



Watch the second scene near the Farplane entrance to earn more comple-

ITEM	COST
Potion	50
Antidote	¥ 50
Eye Drops	50
Echo Screen	11 50
Soft	50
Holy Water	300
Pearl Necklace	4000
Angel Earrings	5000
Gold Anklet	5000
Kinesis Badge	10000
Mute Shock	15000
Venom Shock	15000



HP: 182 †AP: 1 †Gil: 18 Steal: Potion

Drop: Potion LESSER DRAKE HP: 577 † AP: 1 † Gil: 22

Steal: Potion

Drop: Potion

BOLT DRAKE HP: 623 | AP: 1 | Gil: 130 Steat: Lightning Marble Drop: Hi-Potion

HP: 1480 | AP: 1 | Gil: 133 Steal: Antidote Drop: Antidote (x2)

CHOCOBO HP: 368 † AP: 0 † Gil: 0 Steal: N/A Drop: N/A

> RED ELEMENTAL HP: 99 | AP: 1 | Gil: 25 Steal: Potion Drop: Potion

GOLD ELEMENTAL HP: 99 † AP: 1 † Gil: 25 Steal: Electro Marble Drop: Electro Marble

STALWART HP: 1240 | AP: 1 | Gil: 100 Steal: Phoenix Down Drop: Phoenix Down (x2)

ITEM CHECKLIST

Echo Screen (x3) Potion (x2) Black Choker Phoenix Down Grenade (x2) Ether





HOME OF LIGHTNING

After Yuna's memoirs, move forward and speak to the Al Bhed near the entrance. Continue across the plains, gathering items and fighting fiends. Stop by the Travel Agency to use the Save Sphere and buy items. Continue through the area to Macalania Woods.



Now that the lightning is under control. there's not much to do but cross the plains, light, level up, and learn abilities!

THUNDER PLAINS TRAVEL AGENCY		
ITEM	COST	
Potion	g 50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Lightning Gleam	₹ 3000	
Yellow Ring	3000	



WANDERING FIENDS

AMORPHOUS GEL HP: 973 TAP: 1 TGII: 380 Steal: White Ring Drop: Blue Ring



CHOCOBO HP: 368 TAP: 0 TGil: 0 Steal: N/A Drop: N/A

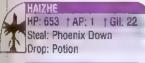


DEEP HAIZHE HP: 10301 AP: 1 1 Gil: 40 Steal: Gold Anklet



GOLD ELEMENTAL HP: 99 | 1 AP: 1 | 1 Gil; 25 Steal: Electro Marble

Drop: Electro Marble





RED ELEMENTAL HP: 99 | AP: 1 | Gil: 25 Steal: Potion Orop: Potion

ITEM CHECKLIST



SALLET HP: 60 | † AP: 1 | † Gil: 10 Steal: Potion Drop: Potion



WHITE ELEMENTAL HP: 77 | 1 AP: 1 | 1 Gil: 26 Steal: Antarctic Wind Drop: Potion

KIPHACTINUS

Drop: Fish Scale

HP: 77 | † AP: 1 | † Gil: 30 Steal: Fish Scale

Turbo Ether White Ring

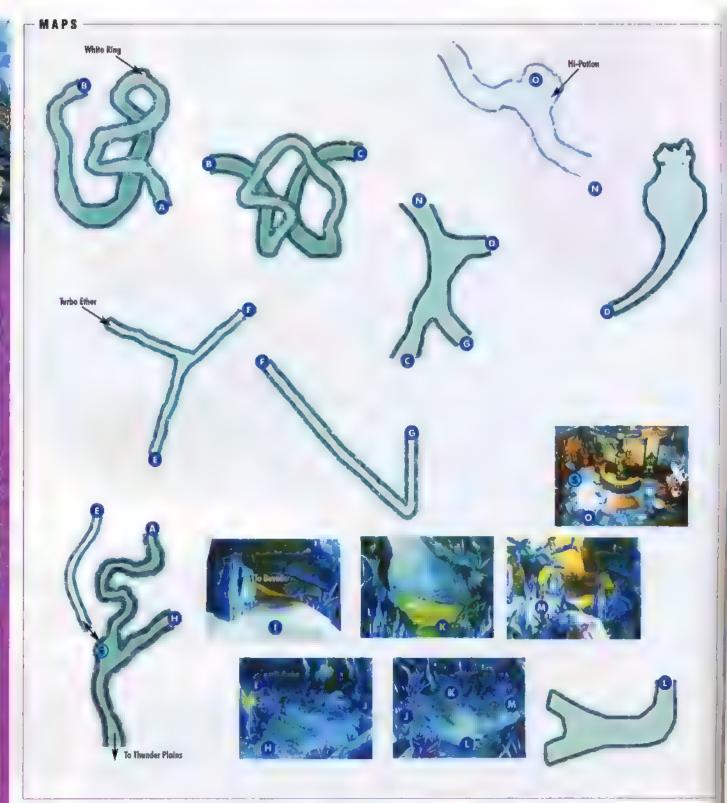
Full Throttle Dressphere 0 Unerring Path Garment Grid (1) *Al Bhed Primer 🕦

Ice Queen Garment Grid @

*Only if you haven't mastered Al Bhed.

FISHES BED

Ballle System



FRIENDLY RESPONSES

Move toward the figure in blue standing at the foot of the tree branch path to trigger a scene wherein a musician goes to join some of his friends. Follow the path east of the Save Sphere, beyond where the Guado stands. Keep running past the two New Yevon guards into the next area. At the four-path intersection, follow the bottom path to the spring. Speak to Donga, the creature standing at the water's edge. Once Donga fades away, return to the Save Sphere and follow the tree branch path

until you spot Pukutak. Speak to the small, brownish creature to initiate another scene. These actions let you accumulate a small amount of completion percentage. This storyline picks up again later in the game, but only if you trigger these miniscenes.



ering Donga stands near the springs edge.



Bayre in hard in miss in you're entering

Pukutak stands on the tree branch path is

FIGHTING AMORPHOUS GELS

Amorphous Gels take very little damage from physical attacks, and these massive blobs have the ability to make themselves strong versus all elements—except one. The best method to defeat an Amorphous Gel is for a Gun Mage to use the Scan ability on the monster. Once you've determined the current weakness of the fiend, a Black Mage or a Warrior can use the



Champters

Butlier System

proper abilities. However, keep a sharp eye on the creature just in case it uses the Barrier Shift ability to change its elemental weakness and absorption. Cast Scan on the monster again after each Barrier Shift to determine its new strengths and weaknesses.

FAITHFUL TROMELL

Follow the tree trunk path or the shimmering path until you reach a four-way split in the road. Going by the on-screen map, head up the top right fork. Proceed into the area until Yuna reunites with old acquaintance Tromell. Speak to him four times to trigger four separate dialogues. Eventually, he turns over the Full Throttle special dressphere for Paine and the Unerring Path Garment Grid, which makes transformation to special dresspheres very easy.



Due to his regretful state. Tromell requires four conversations before he finally lightens up and hands over the goods.



O'aka XXIII has problems and you can benefit by helping him out.

O'AKA IN A PINCH

Return to the four-path fork area where the tree branch and shimmering paths converge, and head up the top left path to the Travel Agency area where a coup is in progress. The Al Bhed are hunting the new proprietor, O'aka, who apparently owes them a great deal of gil. After the first scene, you gain an Al Bhed Primer, and O'aka walks up behind the Gullwings. Speak to him, if you can, before he runs off. If you don't get a chance of do so, follow him back out of the area begin the "Follow That O'aka!" mission.

The easiest way to find and catch O'aka is to use the glimmering path to return to the starting point of Macalania. Along the way, you'll see O'aka. When you reach the Save Sphere, head along the east path toward the spring. After just a few steps, O'aka can be seen dashing off again. Stay after him. Head past the two New Yevon guards to a path intersection. Using the on-screen map, take the top path to finally catch O'aka.

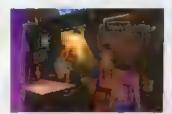


The elder Guado on the right accidentally divulges O'aka's hiding spot

Speak to the elder Guado several times to get a clue as to O'aka's hiding spot, then move behind the tree to the left and search to spot O'aka in the tree. Speak to O'aka again after he's on ground level. By agreeing to hide him on the airship, he hands over the Ice Queen Garment Grid. Conversely, if you decide to turn O'aka over to the Al Bhed, his destiny takes a different path, but you still receive the garment grid. This is described in more detail later in the walkthrough.

If you choose to assist O'aka by letting him on the Celsius, return there and speak to the sketchy merchant in the Cabin. His debt to the Al Bhed appears on-screen. The gil amount purchased from him is subtracted from his 100,000 gil debt. If you don't repay the debt in your first game, the amount of debt remaining carries over to your New Game

Plus with a 1,000 gil penalty. It is possible to pay down the debt in one game by merely using the Thief's Pilfer Gil ability on every enemy encountered. After erasing his debt, he begins to sell restorative items at next-to-nothing costs. In addition, if you can pay down his debt before the end of Chapter 3, he returns to Macalania Woods. There, he sets up a very valuable shop during Chapter 5.



Buy 100,000 gil's worth of items and O'aka will treat you right

OZAKA THE MERCHANT (STARTING PRICES)		
ITEM	COST	
Potion	49	
Hi-Potion	490	
Phoenix Down	98	
Antidote	49	
Ey a Drops	49	
Echo Screen	49	
Suft	49	
Holy Water	29	

O'AKA THE MERCHANT (AFTER 100,000 GIL DEBT IS PAID)		
ITEM	COST	
Potion	5	
Hi-Potion	50	
Phoenix Down	10	
Antidote	5	
Eye Drops	5	
Echo Screen	5	
Soft	5	
Holy Water	30	



ANGRA MAINYU HP:333444† AP:30† Gil:5000 Steal: Megalixir Drop: Ribbon

HRIMTHURS

HP: 552 | AP: 1 | Gil: 44

Steal: Phoenix Down Drop: Phoenix Down

Steal: Lightning Marble Drop: Hi-Potion

KILLER HOUND HP: 202 | † AP: 1 | † Gil: 18

HP: 623 | AP: 1 | 1 Gil: 130

Steal: Potion Drop: Potion



BOLT DRAKE

ITEM CHECKLIST-

*Al Bhed Primer ()

Still of Night Garment Grid (9)

Elixir

*Only if you haven't mastered Al Bhed.

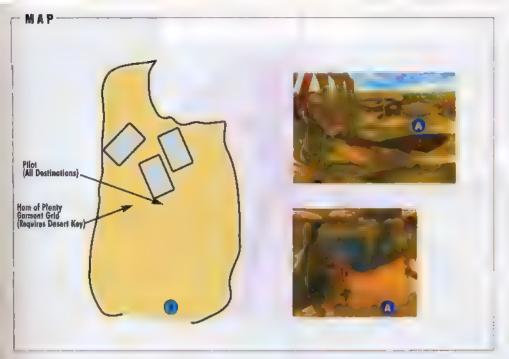
CHOCOBO HP: 368 | AP: 0 | | Gii: 0

Steal: N/A

Drop: N/A



GLY BYE HP: 258 | AP: 1 | Gil: 20 Steal: Phoenix Down Drop: Phoenix Down



IN THE SANDS

Bikanel Desert becomes a Hotspot after you receive the Letter of Introduction from Gippal. Pilot the Celsius to Bikanel and follow Rikku into the desert. After some Al Bhed rescue the lost party, you receive an Al Bhed Primer. Speak to the man standing next to the Save Sphere if you want to buy items.

BIKANEL DESERT MERCHANT		
ITEM	COST	
Potion	50	
Phoenix Down	100	
Antidote	50	
Eye Drops	ð 50	
Echo Screen	50	
Soft	\$ 50	
Holy Water	300	
Fiery Gleam	3000	
Red Ring	3000	

The merchant calls you back if you attempt to leave the camp.

GET THIS DIG STARTED!

Follow the steps in the Action Checklist to initiate the first desert excavation for machine parts. Upon your arrival at the digging site, use the on-screen map as a guide and run to the yellow "X." When you reach the exact spot, Yuna automatically starts digging. After excavating the needed parts, you can return to the hover or attempt to dig at any of the other white "Xs" on the map. In some white "X" spots, it's possible to dig up useful items, Sphere Break coins, Al Bhed Primers, and accessories. Sometimes a white "X" marks a spot where enemies will ambush your party. Even if you don't get ambushed, random battles will occur.



You must touch the hover to complete or forfeit a dig.

You may encounter competition while on an expedition. If another Al Bhed excavator beats you to a white "X", search somewhere else. Don't run too far from the hover, though. If you run out of time, the party suf-

fers from water deprivation and the dig is scrapped. When the on-screen timer drops to roughly 12 seconds remaining, give up and head back to the hover if you've already excavated the yellow "X."

After you successfully complete a dig, you complete the mission and receive a 100 gil reward, the Still of Night Garment Grid, and an Elixir. At this point, you can return to the Celsius using the nearby Save Sphere, or you can dig some more. The only available location for digging in Chapter 1 is the Western Expanse. As you progress further into the game, more areas open up, and your gil reward for each excavation increases as you take promotion exams at Djose Temple. In addition, mastery of digging at an early stage may result in failure to complete certain events at Djose Temple very late in the game. More on this is explained in the "Chapter 5" section of the walkthrough. Until then, keep your digging to a minimum!



Whenever you dig, always go for the important item marked by the

yellow "X" before chasing after other

possible items

Digging # Bikanal can be extremely rewarding to your pocketbook and your knowledge of the Al Bhed language.



Battle System









REQUESTING HIGHER PAY

After each five to ten successful digs, return to Djose Temple and use the panel in the south chamber. The device offers a series of options, such as applying for a raise. If the device determines that you are eligible for a raise, you must answer a series of questions with the best attitude. If you score a certain number of points by answering questions, you'll receive a raise for digging. More information on excavation is included in the "Mini-Games" chapter, including the answers that will get you a raise!



Choosing the answers that best suit a professional digger isn't easy, since the answer isn't always what you might think

UNIDENTIFIED OBJECT APPROACHING!

Occurring randomly during your digging excursions, Picket may report something large heading your way. After a few moments, a large red arrow appears on the radar map and quickly converges on your location. If your yellow arrow touches the approaching red arrow, a battle against a truly ominous foe begins.

Angra Mainyu is a three-part monster. During Chapter 1, only the middle portion is active. Later, in Chapters 2 and 3, the right and left sub-monsters aid in the battle. The left and right subordinates cannot be targeted for attacks or spells right now. When only the center body is active, the sole attack of the creature is the Unnatural Selection attack, which flings the entire party off the battlefield, effectively ending combat. Angra Mainyu performs this attack after exactly 60 seconds or if its HP drops to a "bottom HP level" depending on the chapter you're currently playing. Refer to the table in this section for more details.



This monster proves extremely challenging \$\text{in} deleat, even for veteran RPG players.



Punching attacks from an active right of left arm raduces the party's ability to chain consecutive attacks during chapters after Chapter 1.

To defeat Angra Mainyu, use an item that accelerates one or all of the party members into Haste status, such as a Chocobo Feather or Chocobo Wing. Then chain together attacks in quick succession to prevent the monster from having a turn. If Angra Mainyu doesn't get a turn, it cannot perform Unnatural Selection. The best way to chain together rapid attacks is to transform all of the Gullwings into Thieves and attack in such a manner so that when one Thief attacks and causes the monster to stagger, the next Thief attacks before the creature can execute its turn. Another way to prevent it from having a turn is for all three party members to learn the Gunner's Trigger Happy Lv.3 ability, which greatly extends the time of the attack. Cast Haste on the party, wait until all three Gullwings are ready to have turns, then begin executing Trigger Happy one after another.

If Angra Mainyu manages to end the battle with the Unnatural Selection attack, its HP remains at the level where you left off. The next time you encounter this unique creature, it will be like picking up exactly where you left off. However, if you reduce the fiend's HP to the "bottom HP level" as shown in the following table, then Angra Mainyu recovers HP up to the "return HP" level before the next battle. For example, if you're fighting the fiend during Chapter 1 and lower its HP to 290,000 or less, the fiend returns with 300,099 HP when it is encountered again. If you reduce Angra Mainyu's HP to 240,000 during Chapter 2, it returns with 266,755 HP the next time you encounter it.



You will probably get blown out of battle several times before you actually defeat Angra Mainyu, but don't quill

ANGRA MAINYUSS HP BEHAVIOR 333,444 HP MAX			
CHAPTER	SUBORDINATES	BOTTOM HP	RETURN HP
1	None	300,099	300.099
2	Right Arm	233,410	266,755
3	Right Arm, Left Arm	166,722	200,066

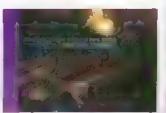


ITEM CHECKLIST -

Tiara 🕔

UNEASY VISIT

When entering Bevelle from the Macalania Woods, use the Save Sphere on the left and speak to the old man on the right to ride the lift down the long path. In the next area, move Yuna forward until a woman greets the high summoner. Follow the young lady until a gentleman greets Yuna and goes to summon Praetor Baralai. After the scene, follow Baralai into New Yevon Headquarters. Ride the lift to the upper level and speak to Baralai again to receive a Tiara. Guards prevent access to other areas inside the HQ, so return to the Celsius.



Chase alter Baraiai to get an item, not because he's cute.

riends and Ememiés

Talmir Greatific

hamsters

Battle System



AHRIMAN

HP: 99 | AP: 1 | Gil: 20

Steal: Potion

Drop: Eye Drops

DEATH DAUBER HP: 78 | AP: 1 | Gil: 12

Steal: Potion Drop: Potion

DIVEBEAK

HP: 10 | † AP: 1 | † Git: 12 Steal: Potion

AMORPHOUS GEL HP: 973 † AP:1 | † Gil: 380

Drop: Antidote

Steal: White Ring

Drop: Blue Ring

CHOCOBO HP: 368 † AP: 0 † GII: 0

Steal: N/A Drop: N/A

NASHORN HP: 482 | AP: 1 | Gii: 22

Steal: Potion Drop: Potion

COEURL

HP: 320 ; AP: 1 | Gil: 30 Steal: Phoenix Down

WILD WOLF HP: 185 | AP: 1 | GII: 12 Steal: Potion

Drop: Potion

Drop: Potion (x2)

ITEM CHECKLIST-

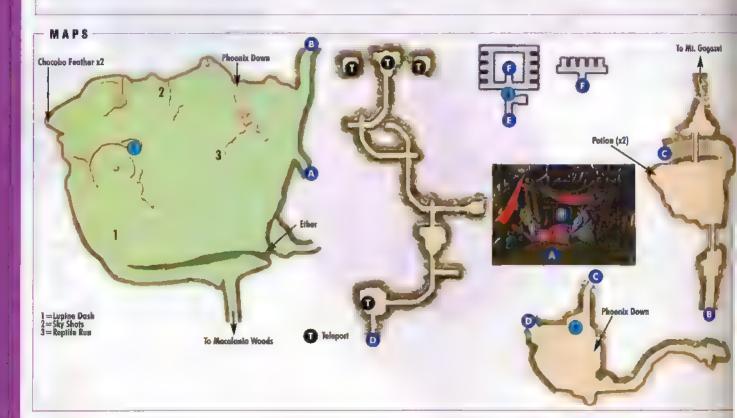
Ether

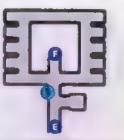
Phoenix Down

Chocobo Feather (x2)

Potion (x2)

Phoenix Down









THE MARKETING DEPARTMENT

The Calm Lands have become a tourist attraction, full of mini-games to play. Two companies are vying for dominance of the tourist trade: Open Air, Inc. and Argent, Inc. Thanks to Rikku and Paine, you have 100 credits to use at either agency. If you want to ride the hover to another part of the Calm Lands, pay the required 10 credits at either company.

To start the publicity campaign, speak to one company representative or the other at any hover, choose the "Publicity menu" option, then choose "Sign me up!" The company awards you publicity points for speaking to people all around Spira by pressing the Square button in an attempt to bolster and promote the company. Each person prefers to be pitched to in a different way. This quest is a game-long undertaking that will have you pitching your company to NPCs in every location during every chapter, so start talking it up!



Return to the Calm Lands and speak to any representative to find out how your publicity campaign is going Refer to the "Mini-Games" chapter for more information.

7

Phillips By Ste 1

SPENDING CREDITS

Bittering the Calm Lands from Macalania Woods, the first mini-game you should encounter is Lupine Dash, located in the southwest corner of the Calm Lands nearest to the starting point. Two people are standing near a hover. Speak to the person from Argent or the person from Open Air start the game. If you need to purchase credits to play (you start with 100), purchase them for 10 gil apiece. Choose one or two winning hounds, and hope they win the race. The game pays out credits based on the odds of your hound winning.



Hope you scored high on Frogger, 'cause Reptile Run is twice as hard!

Reptile Run is available from the people standing near the hover just northeast of the center of the Calm Lands. This game functions exactly like the classic arcade game "Frogger." Place a bet, then attempt to navigate your reptile through several lines of fiends. Use the line of spheres displayed on-screen to guide the reptile away from danger spots. If you get caught by a fiend, you lose. If you make it all the way to the other side, the game pays out your winnings based on the time it took for you to reach the finish line.

Sky Slots is the game being offered by the individuals standing near the hover close to the north edge of the Calm Lands. After placing a bet of one

to five credits, you must attempt to line up three flying creatures of the same color. More information on all the games at the Calm Lands is covered in the "Mini-Games" chapter.



Across the field the lupines go, and who will win nobody knows.



Try line up three flying creatures of the same color Go ahead, just try!

DECENT PROPOSAL

At the Travel Agency near the center of the massive plain is a man who's looking for a wife for his son. Whether you agree to be his wife or not; you can undertake a mission to find a wife for the young man. Approach women throughout Spira and press the Square button to talk to ladies about marrying the man's son. The "Matrimony" mission goes hand-in-hand with the "Publicity" mission. It's a wise idea to undertake both missions simultaneously if you are going to do them.

CALM LANDS TRAVEL AGENCY		
ITEM	COST	
Potion	50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Iron Bangle	500	
Silver Bracer	500	
Wristband	1000	
Amulet	1000	



HP: 99 | AP: 1 | Gil: 20

Drop: Eye Drops

HP: 258 | AP: 1 | Gil: 20 Steal: Phoenix Down Drop: Phoenix Down BICGETTE
HP: 182 ; AP: 1 ; Gil: 18
Steal: Potion
Orop: Potion

PROTOCHIMERA HP: 420 † AP: 1 † Git: 120 Steal: Potion

Steal: Potion Drop: Phoenix Down BULLY CAP
HP: 94 | ↑ AP: 1 | Gil: 14
Steal: Eye Drops
Drop: Eye Drops

TAKGUBA HP: 984 † AP: 1 † Gil: 75 Steal: Phoenix Down Drop: Phoenix Down FLAN PALIDO HP: 188 | AP: 1 | Gil: 30 Steal: Potion Drop: Potion

WHITE FANG

HP: 378 | AP: 1 | Gil: 48

Steal: Potion

Drop: Potion

DISHARMONY IN THE TRIBE

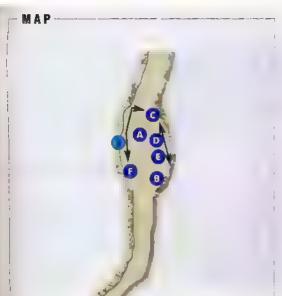
After conversing briefly with beleaguered Ronso Elder Kimahri, Kimahri's rival Garik leaps in to deliver a few critical words. Your responses affect whether or not the Ronso Tribe reunites under their new elder. Choose the appropriate answers from the list that follows to build a better relationship with the Ronso.

Speak to the Ronso in the area and respond to their concerns. Your responses add or subtract points from the amount that the Ronso trust Yuna. The level of trust you build affects how the Ronso act throughout the game. This will especially come into play during the events at Gagazet during Chapter 3 and Chapter 5. Work to build a strong relationship between Yuna and the tribe by giving the best answers now and in Chapter 2. If you want to know exactly how these answers affect your relationship with the Ronso, refer to the Mt. Gagazet sections in their respective chapters.

If you speak to Kimahri again, he says "Ronso youth grown horns of hatred for Guado," and he expects a response. Your response to Kimahri does not affect events at Mt. Gagazet; it only affects your ability me gain the Trainer dressphere at a later point in the game. Hint: Pick the middle option!



Your answers there have far-reaching political consequences that affect a future boss light and heavy changes at Gagazet.



RONSO CONCERNS AND ANSWERS, CHAPTER 1				
MAP LETTER	RONSO	CONCERN	YUNA'S ANSWERS	TRUST
A	Woman standing beside Kimahri.	Must ask High Summoner Yuna: Find Lian and Ayde.	Leave it to the Gullwings! Please help Kimahri. I can't promise anything.	+1 0 -1
В	Garik (Conversation starts automatically the first time you enter.)	Garik know Yuna save Spira, but Ronso not saved yet.	That's a really nice horn. We'll take care of Lian and Ayde. Try and be nice to Kimahri.	0 +1 -1
C	Male walking around near exit to the snowy slopes area.	Many Ronso lost fives in battle to defend High Summoner Yuna.	Yes, many Ronso died I will never forget their sacrifice. What am I supposed to do about it?	0 +1 -1
D	Female on right side of screen at entrance to Mt. Gapazet.	Guado leave Guadosafam. Guado plan dark schemes!	You're just making that up! I'm sure you're right. Hrm.	-1 +1 0
E	Male standing near Garik.	Many friends and kin die two years ago. Ronso grief deeper than mountain snow.	You have to try not to be so sad! I can imagine how you must feel Tough breaks, huh.	0 +1 -1
F	Male in red armor with green hair on left side of screen at entrance to Mt. Gagazet.	Never forgive Seymour, never forgive Guado!	Hatred won't solve anything! I wouldn't forgive them either, Do what you want,	-1 +1 0
G	Guard near stairs in mountain cave of Mt. Gagazet.	Power of the fayth wane, cave water disappears. Change will come to Ronso, too.	The cave and the Ronso aren't connected. A change for the better, I hope. I see.	0 +1 -1

Baitle System



tiams and item Shops



Mini-Games







ZANIA SEKULYEN RUNKS

REHEMOTH HP: 1420 * AP: 1 | † Gil: 80

Stean: Prop: Girclet Steal: Phoenix Down



FLAK PYTHON

HP: 152 | AP: 1 | Gil: 10

Steal: Budget Grenade Drop: Potion



HP: 228 AP: 1 Git: 18

Steal: Antidote Drop: Antidote



MR. GOON HP: 120 * AP: 1 * Gil: 30 Steal: Budget Grenade

Drop: Potion



MS. GOON

Steal: Budget Grenade Drop: Potion



NASHORN HP: 482 | AP: 1 | Gil: 22

Steal: Potion Drop: Potion



HP: 77 : AP: 1 : Gil: 26
Steal: Antarctic Wind
Drop: Potion



HP: 2886 AP: 1 Gil: 200

Steal: Defense Vell Drop: Amulet

ITEM CHECKLIST

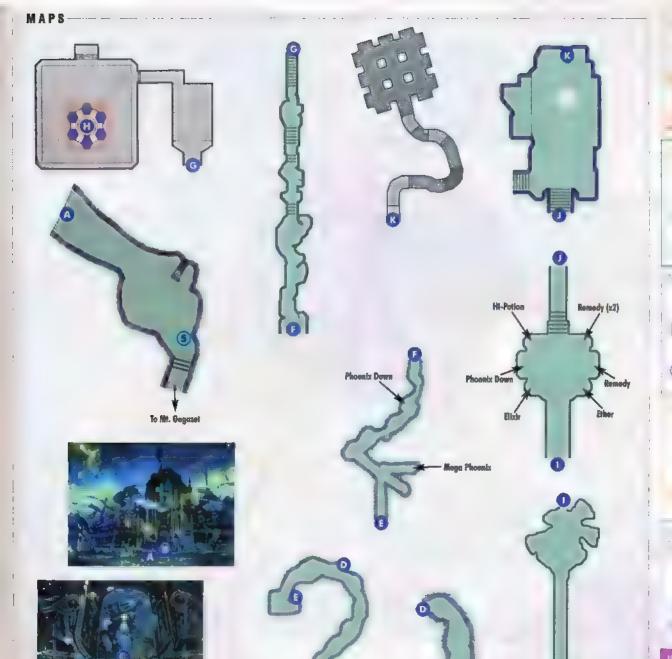
Mega Phoenix Phoenix Down Remedy (x2)

Remedy Ether

Elixir

Phoenix Down Hi-Potion

Heart Reborn Garment Grid 19



TOURISTS IN THE CITY OF THE DEAD

After Yuna's sad memories, talk to the people in the crowd. The tourists are so thick here that you can't move through them; therefore, head up the slope and speak to Isaaru. After doing so, the crowd below thins out enough that you can finally proceed toward the dome.

Inside the dome, the Gullwings overhear Pacce instructing the Kinderguardians. Speak to the woman on the left to purchase items, if you desire, then follow the Kinderguardians to the next area.



The four guide won't let you enter the area until you go up the nearby stope

ZANARKAND DOME MERCHANT		
ITEM	COST	
Potion	50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Iron Bangle	500	
Silver Bracer	500	
Mythri) Gloves	1000	
Defense Veil	1000	



WHY, YOU LITTLE THIEF!

Avoid the monkey to the left just inside the dome. If you attempt to interact with it, the little creature steals some gil!





After speaking to Cid. speak to the man that Cid was talking to. This causes the monkeys to disperse from in front of Lady Yunalesca's former haunt



In the large round chambers, open the chests while avoiding the monkeys.

ROAD TO THE DOME

Follow the kids into the next area, then speak to Pacce and his gang. Proceed up the hill thereafter to overhear a Syndicate Goon with a big mouth. After fighting the Syndicate enemy party, head through the next intersection to find a chest containing a Mega Phoenix, then continue down the slope. Continue defeating Syndicate members as you work your way to the dome.



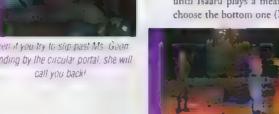
Even it you try to she past Ms. Goon standing by the circular portal, she will

REVERSING ISAARU'S PRANK

Inside the spiritual chamber, follow Rikku and Paine onto the platform until Isaaru plays a mean prank on them. When five choices are offered, choose the bottom one (Is that you, Isaaru?). With the right choice, Isaaru

> hands over the Heart Reborn Garment Grid. When the former summoner leaves, head down the steps at the far end of the platform.

Climb and jump through the winding corridor to the room at the end. When you spot the sphere at the end of the passage, it's time to take on another boss.



Don't play Isaaru's game to make him hand over a Garment Grid.

CHIDING CID

Tourists have opened all the chests and emptied them. Continue to the top of the stairs and through the door. Move past the dancing woman in the square room into the larger chamber. Navigate onto the center lift and ride in down to the level below. Use the Save Sphere if needed, then proceed into the next chamber and speak to the bald man, who is Cid. During the conversation, tell Cid that you do indeed have a bone to pick with him by saying, "You bet I do!" Your choice here affects later events on the Thunder Plains.

GUARDIAN BEAST

A quick scan of the Guardian Beast by a Gun Mage reveals that it is weak against all forms of elemental magic, except Gravity. While a Black Mage casts second or third level

elemental spells on the beast, a Songstress can reduce the accuracy of the monster with Darkness Dance. It's wise to have a White Mage present as well to restore HP from this creature's massive blows. Target the entire party with a Cure or Cura spell after the beast performs its Damocles Photon attack, Cast Esuna or use Remedy items to cure Curse status.



GIL DROPPED: 200 PILFER GIL: 1500

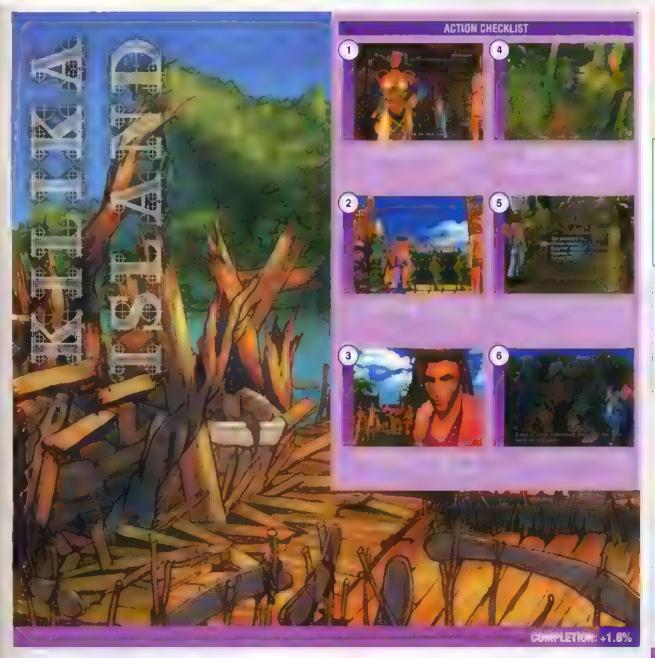
STEAL: Normal: Defense Veil Rare: Defense Veil DROP: Normal: Amulet Rare: Amulet

HALF A SPHERE?!

Pollowing the battle, the Gullwings gain a measly half a sphere and regroup onboard the Celsius. Brother receives reports of ah "awesome sphere" in Kilika. Afterwards, proceed to the final destination of Chapter 1...



Your stay aboard the Celsius is short



DEATH DAUBER HP: 78 | AP: 1 | GII: 12 Steal: Potion Drop: Potion

HP: 186 | AP: 1 | Gil: 40 Steal: Budget Grenade Drap: Potion

LEAGUE FIGHTER HP: 1730 | AP: 1 | Gil: 140

Steal: Holy Water Drop: Hi-Potion

PROTOCHIMERA HP: 420 † AP: 1 † Gil: 120 Steal: Potion Drop: Phoenix Down

RED ELEMENTAL HP: 99 | AP; 1 | Gil: W Steal: Potion Drop: Potion

STALWART HP: 1240 · AP: 1 | Gil: 100 Steal: Phoenix Down Drop: Phoenix Down (x2)

YEVON GUARD HP: 1722 | AP: 1 | | Gil: 140 Steal: Holy Water Drop: Hi-Potion

ITEM CHECKLIST

Ether Antidote (x2) Eye Drops (x2) Phoenix Down

1500 gil Lunar Curtain Star Curtain Light Curtain

Holy Water (x2) Megalixir Hi-Potion 📵 Ether ①

Turbo Ether (1)

Menace of the Deep Garment Grid

Marria System.



UNDERSTANDING THE LAYOUT Killka port has been rebuilt since its sad destruction in FINAL FANTASY X, and now it is a confusing mass of connect-

ing docks and bridges. For that reason, refer to the following section to make navigation much easier:



1. From the starting point, jump off the dock onto a canoe and, from there, to an isolated chest on a dock which contains an Ether.



2 Jump from the dock to the right of the Save Sphere to another cance and from there to a partially hidden platform where a chest contains a Mana Tablet



3. Move up the dock and am up the second set of stairs. Cross a Widge and open the chest to get an Antidote (x2).



4 Cross the canal and move across the upper platforms to reach chesis containing Eye Drops (x2) and a Phoenix Down



5. A woman near a red tent under the bruge. in the first area sells items.

KILIKA PORT MERCHANT		
ITEM	COST	
Potion	50	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Twist Headband	3000	
White Cape	3000	
Silver Glasses	3000	
Star Pendant	4000	

DONA'S TYRANNY

Head back to the stairs on the other side of the canal, then move up the dock until a short scene occurs with Yuna and Rikku. Arriving in the second area, head up the first set of stairs and move left up the ramp and around the hut until Barthello comes out screaming. Go inside the hut and speak to old acquaintance Lady Dona.



Dona drives her man out the door.



Up the stairs in Dona's house, open the chest on the patio to find 1500 gif.

Gattle System

HIDDEN MONKEYS OF KILIKA

Speak to the woman dressed in blue on the east side of the docks in the first area of Kilika Port. She and some children are playing with a Squatter Monkey. Speak to her a second time, and she asks you to search the Kilika Forest to find more Squatter Monkeys in hiding. There are 13 monkeys hidden here (see the following map). Once you gain access to the Kilika Forest area after the next events in the game, find all of the monkeys. However, you won't be able to report back to the woman dressed in blue for your reward until Chapter 3. At that time, speak to her again and show her that you found all 13 monkeys. In return, the hands over the **Chaos Maelstrom Garment Grid.**



Speak to the woman in blue to undertake the Squatter Monkey finding guest. She also reports how many monkeys you've found thus far



YOUTH LEAGUE UPRISING

Proceed to the top of the second section of town, and the guards will open the gate for Yuna. After the speech by Meyvan Nooj, the Gullwings appear just outside Kilika Forest. Follow Nooj into the trees.

After another scene, backtrack to use the Save Sphere near the entrance and fight through the woods. You can't go directly up the center, and Yevon guards block off several of the paths. From the Save Sphere near the entrance, head down the left path. A short cinema of people running through the trees takes you right past the trail you must follow. Go back a few steps and up the trail, coming out behind a group of Yevon guards. Continue up the obscure trail around a curve to reach the central path.



Navigate through the area using the least obvious pall.

DETERMINING THE PASSWORDS

Upon reaching the central path, head upward until you hear voices through the trees. Listen in on the conversation, as the Yevon guards divulge passwords you'll need later. If the number of guards at a checkpoint is odd, the password is "Carved Monkey." But keep watching the conversation, because if the number of checkpoint guards is even, then the password changes to "Craven Monkey." If you don't remember the passwords, return to the peeking point and watch the conversation again.



Move toward the top center of the area to overhear the passwords

GIVING THE PASSWORDS

Follow the outside circular path to the Save Sphere, then approach the guards at the guard checkpoint. Say the appropriate password based on how many guards are standing there. If you give the correct password, they will leave and possibly give you an item. If you give the incorrect password, you're forced to fight them. The final group attempts to trick you by adding two more members and asking for the exact same password again. If you answer all guard groups with the correct password, you receive the Menace of the Deep Garment Grid.



The camera switches transically in an attempt to throw you off

ONE HARD-TO-FIND LEDGE

Head to the right along the path, then move downward against two greenish trees. When the Circle button appears on screen, jump to a secret ledge where a chest contains a **Megalixir**.





NEW YEVON QUARD GROUP NUMBERS. PASSWORDS AND REWARDS			
GROUP	# GUARDS	PASSWORD	ITEM
1	4	Graven Monkey	None
2	3	Carved Monkey	Hi-Potion Hi-Potion
3	1 4	Craven Monkey	Ether
4	3	Carved Monkey	Turbo Ether
4 (2nd)	5	Carved Monkey	Menace of the Deep Garment Grid

YSLS-ZERO

Have a Gun Mage use Mech Destroyer on the metal brute, and command a Songstress to cast

Darkness Dance round after round to prevent as many of its hits as possible. If

your Gun Mage doesn't know Mech Destroyer yet, change someone into a knowledgeable Black Mage and cast your strongest spells against it. The other party member should keep everyone healthy as a White Mage. Be ready to cast Cure or Cura on all party members at once, especially if everyone's HP gets below 100 points. A single blow from this brute can KO a person with less than 100 HP. Fight hard because after the battle, Chapter 1 is complete!



GIL DROPPED: 1000 PILFER GIL: 1400 STEAL: Normal: Mythril Gloves Rare: Mythril Gloves DROP: Normal: Wristband Rare: Wristband



-ITEM CHECKLIST -

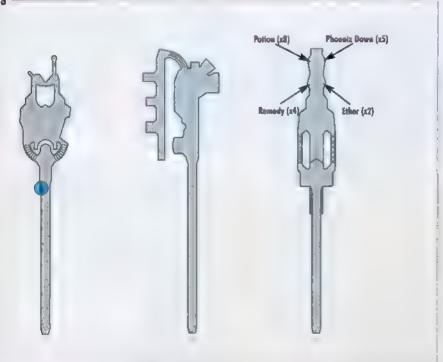
*Al Bhed Primer (1)
Phoenix Down (x5)

Remedy (x4)
Potion (x8)
Lebianc's Sphere

*Only if you haven't mastered Al Bhed.

- MAPS

Ether (x2)



Buttle System

3

Clunds our numes

PRIVATE CONCERT

Shinra plays the movie stored on the sphere that was stolen from Kilika. He will replay the haunting images if you speak to him again after the conversations onboard the Bridge. Afterward, head down to the Engine Room to collect the new items in the four chests. Ride the lift to the Cabin area, where three musicians are practicing in the corridor. Speak to the third musician, Daraya, and start pushing all three of them onto the lift. Position Yuna behind each musician, and move toward the lift. Yuna will guide each musician by collision. You can also get a bonus accessory by pushing Tobli into the elevator. If you want to quit this task, speak to Barkeep at the top of the corridor. Once all three are onboard the lift, Yuna delights the crew with a concert on the deck outside the ship.



If you allowed Classic and Daka to join the crew, they will altend the concert.

A WEIGHTY DECISION



FINAL LANTASY X-2 is certainly a game worth teplaying, since you can make different choices each time you undertake the adventure

After Yuna's awesome spectacle, follow Rikku and Paine from the Cabin area up to the Bridge. You must now decide whether up give the sphere that was stolen from Kilika to either the Youth League or to New Yevon. If you give the sphere to the Youth League, you can acquire 100% story completion in a single game. However, if you give the sphere to New Yevon, the highest percentage you can achieve in 99%. Your choice affects the scene that occurs afterward and many other dialogues and conversations throughout the game.

If you give the sphere to the Youth League, the Gullwings fly to Mushroom Rock Road and receive a grand reception from Lucil, Elma, and Nooj. Wherever you travel in Spira, Youth League members will welcome you with respect and thanks. However, New Yevon members will scorn your presence and if you attempt to enter Bevelle, the Gullwings will be forced to fight several sets of soldiers and machina.

If you give the sphere to New Yevon, the crew of the Celsius has a conference with

the grateful Praetor Baralai. Youth League members will look down upon the Gullwings, and if you attempt to enter Mushroom Rock Road, you're forced to complete an extra mission in which the girls fight Youth League warriors, culmi-



The sponding exents of Grapher 2 change depending on your decision.



Aliyaig yourself with the Youth League is the only way to accomobile 100% completion in a single game

ROBBED!

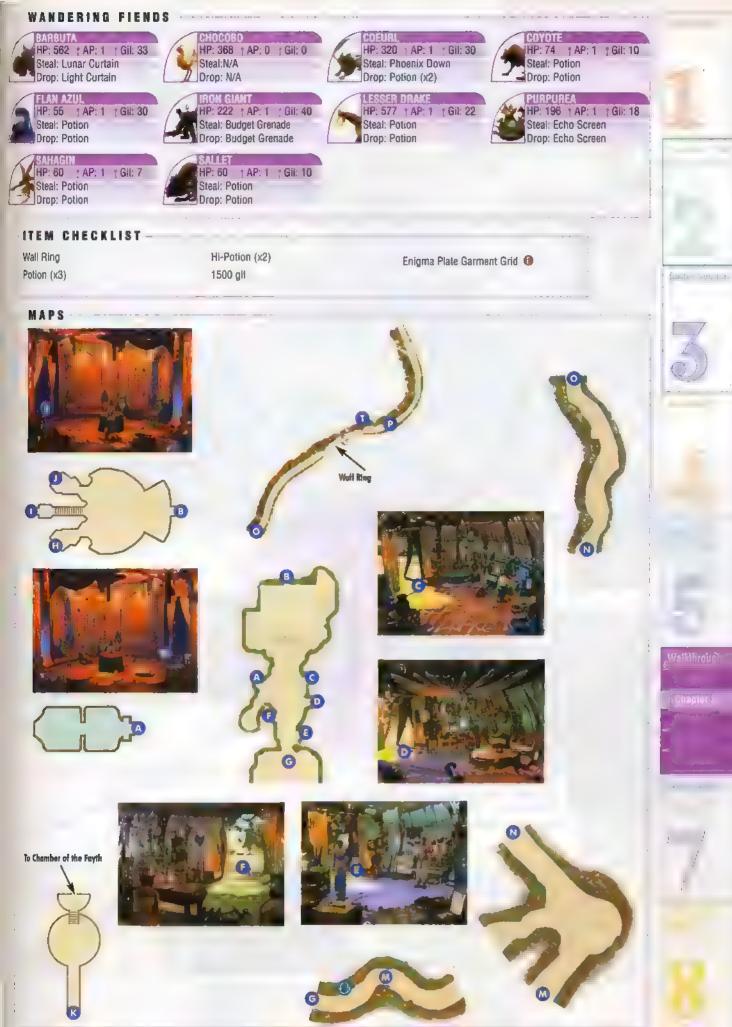
nating in a battle against Elma.

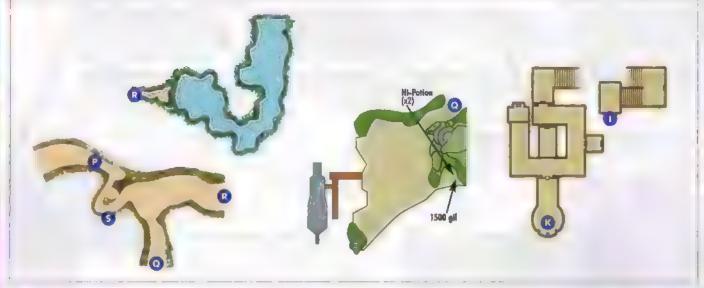
After choosing a side and handing over the sphere, the Gullwings are called back to the Celsius. Looks like Leblanc is back, and she's up to no good. She, Logos, and Ormi stole the broken sphere found at Zanarkand, leaving behind Leblanc's Sphere. For the main portion of Chapter 2, your quest in to find Leblanc Syndicate members (located at Djose Temple, Bikanel Desert, and Mt. Gagazet), defeat them, and steal three uniforms. The order in which you visit these locations and obtain the Syndicate Uniforms is not important. Upon acquiring all three uniforms, the option to fly the Gullwings to Guadosalam to infiltrate Leblanc's chateau will be available.



Vitale searching for apportunities to stea! Syndiciale Uniforms, be sure rerevisit every other location in Spira to undertake a variety of vital missions and side quests







BECLEM'S CHALLENGE

Return to Besaid and speak to any of the blitzball players standing near the Save Sphere. Beclem, of the Besaid Aurochs, is training new members for the Youth League. A drill sergeant, Beclem, from the Youth League is training the young men of Besaid—and not in a pleasant way. Yuna becomes incensed by Beclem's comments, resulting in an opportunity for you to undertake a challenging mini-game to put Beclem in his place. Complete the Gunner's Gauntlet mini-game with 500 points, reach the next level of the game, and gain the completion percentage available for visiting Besaid.



Replay the Gunner's Gauntlet mmigame until you score high enough to put Beclem in his place!

GUNNING THROUGH THE GAUNTLET

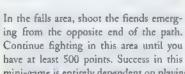
When the mission begins, tell Beclem "I need a tutorial first," or "Basic instructions" to learn how to play the mini-game. You start at a three-way junction and fight toward the beach. You must speak to Beclem at the shoreling before time expires with 500 points or more. When the mini-game begins, you begin in the area just ourside the

the shoreline before time expires with 500 points or more. When the mini-game begins, you begin in the area just outside the village with a small amount of normal ammo. The two Coyotes in the area remain stationary. Target them with the Circle button and shoot them with the X button. Press the Square button to cycle through targets. Switch ammunition types with the L1 and R1 buttons. Move Yuna toward a treasure chest dropped by the fiends to claim the ammo inside.



Take all the time you need to learn the mini-game because actually playing is a hectic experience.

Quickly proceed toward the ruins and shoot the Coyotes coming down the hill. Frankly, this isn't the best area to gain points, simply because the camera angles make it more difficult to detect fiends coming down the slope. Blast through the ruins and get to the next area as soon as possible.





Build up Yuna's chain gauge by taking out these easy largets before proceeding.



Tap the Circle button frequently white moving through the area to target fiends approaching from off-screen before they get too close.

mini-game is entirely dependent on playing the game without being attacked by the fiends. The more fiends you dispatch without taking a hit, the higher your chain multiplier will rise. The chain multiplier is displayed at the bottom of the screen. The yellow bar will extend farther as you defeat more enemies, and the points gained per kill will double. If the chain bar fills completely, each defeated fiend scores triple the usual points. To avoid hits from an enemy, tap the Circle button repeatedly to target fiends while they are still off-screen.



Winning the mim-game in the time allotted requires maintaining a full chain bar while deteating roughly 20 or more flends.

When you reach 500 points, look at the remaining time. Decide whether to contin-

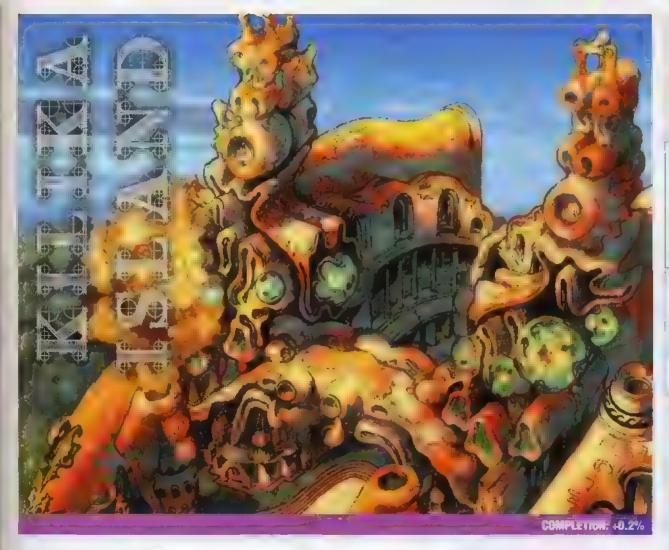
ue playing to score even higher or to head to the beach. If less than a minute remains, it's time to call it quits. In the overgrown area with the cave entrance, a giant mech blocks Yuna's path. This opponent can be easily dispatched with a single Death bullet, if you have one remaining. Afterwards, continue out to the beach and head toward Beclem. If you played the game successfully, Beclem concedes victory. For completing the mission, you receive the Enigma Plate Garment Grid.



Shooting the mech in the overgrown area rewards helty bonus points if Yuna's chain bar is full



To olay this fun mini-game again, speak Beclem either outside the village m on the beach



ITEM CHECKLIST ----

Turbo Ether

BARRED BY TROUBLES

You cannot visit Kilika during Chapter 2 because of the troubles between New Yevon and the Youth League. However, you can still jump to the chest beyond the canoe near the Save Sphere for a **Turbo Ether**.



If you sided with New Yeven, Dona has even more choice words for you.

Hend: And Landles



ITEM CHECKLIST -

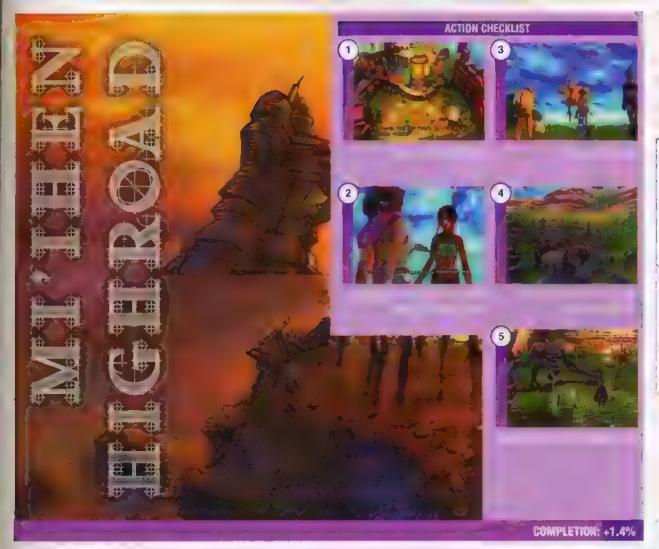
Light Curtain (x2)

SPOTLIGHT ON GULLWINGS Luca is another location where very little is happening during Chapter 2. Still, there are easy completion

Luca is another location where very little is happening during Chapter 2. Still, there are easy completion points to gain simply by visiting. Enter the circular courtyard area to have a televised interview with Shelinda. Additionally, some of the folks in the locker room corridor (the one with the save sphere) are eager to play Sphere Break. Be careful, though, because you can actually lose coins during a real game. Run out of coins and you'll spend the rest of your day digging in the Bikanel Desert for more!



During the interview with Shelinda, press R1 or E1 to switch cameras, adding an authentic newscast leaf



BULLY CAP HP: 94 | AP: 1 | Gil: 14 Steal: Eye Drops

Drop: Eye Drops

IRON GIANT HP: 222 | AP: 1 | Gif: 40 Steal: Budget Grenade Drop: Budget Grenade

HP: 1130 | AP: 1 | Gil: 120 Steal: Remedy Drop: Phoenix Down

WILD WOLF HP: 185 | AP: 1 | Gil: 12

HP: 735 | AP: 1 | Gil: 44

HP: 10 | AP: 1 | Gil: 12

Steal: Potion Drop: Potion

DIVEBEAK

Steal: Potion

Drop: Antidote

PEREGRINE

Steal: Hi-Potion

Drop: Hi-Potion

HP: 2350 + AP: 1 + Git: 500 Steal: X-Potion

HP: 258 | AP: 1 | Gil: 20

HP: 196 | AP: 1 | Gil: 18

Steal: Phoenix Down

Drop: Phoenix Down

Steal: Echo Screen

Drop: Echo Screen

Drop: Wall Ring

FLY EYE

PURPUREA

ITEM CHECKLIST

Muscle Belt 1000 gil Phoenix Down (x3) Antidote (x3)

Potion (x3) Silver Bracer Holy Water (x3) Eye Drops (x3)

Phoenix Down (x3) Grenade (x2) Ether Potion (x2)

Soft (x3) Echo Screen (x3) Selene Guard Garment Grid (1)

FLAN PALIDO

Steal: Potion

Drop: Potion

QUADRICORN

Drop: Potion

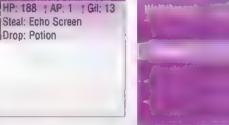
Steal: Echo Screen

HP: 188 | AP: 1 | Gil: 30

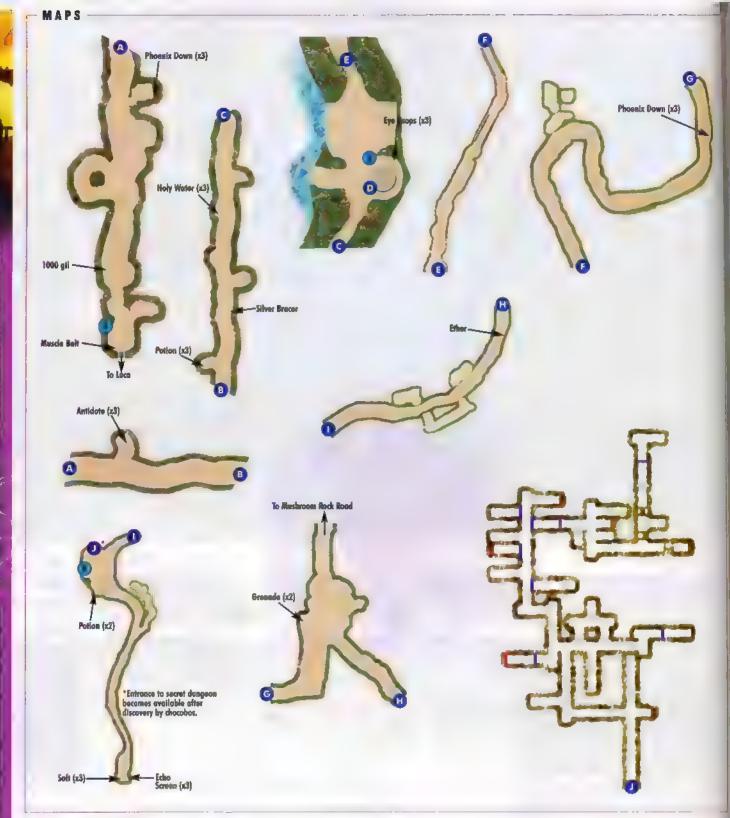


Salin System.









SOMETHING OFF THE MENU

Enter the Highroad via the airship navigation map. Arriving at the Al Bhed Travel Agency, go inside just as a young woman is walking out. Follow her out of the shop and speak to her at the cliff's edge. The young lady turns out to be Calli, who certainly has grown up in the last two years. To help her out, you must corner and capture a wild chocobo running down the Mi'hhen Highroad.



BEFORE HELPING CALLI...



Prior to speaking with Calli at the cliff's edge, complete any side quest obligations in this area, such as the Publicity and Matrimony quests. Also, raid the treasure chests and claim all the items possible. Once you capture the chocobo and rescue Calli from a tough opponent, certain areas of Mi'ihen will become inaccessible.

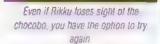


Only the Gullwings can help Calli catch a chocobo on the Milinen Highroad.

CATCH THAT CHOCOBO!

Rikku serves as your guide to capturing the chocobo. After your recent misadventures under Rikku's command in Bikanel Desert, you can probably imagine how this is going to turn out. Follow Rikku into the south section of the Highroad. After she spots the chocobo, follow very closely behind her. If you lag too far behind her, she will stop. An on-screen timer then appears and you must quickly run back toward Rikku for her to resume the chase.

While running down the Highroad, try to pick up feathers dropped by the chocobo in its haste. Once you grab a feather, run back and rejoin Rikku as quickly as possible before she loses sight of the bird. As you progress down the road, Rikku will suddenly stop and say that the chocobo has stopped in a side area. Unfortunately, Rikku is always wrong, but there is usually a chest in the side area that may contain



a reward. As you run the full length of the Highroad's south section, Rikku points out three false chocobo sightings that turn out to be treasure chests. Each chest contains a reward based on the number of feathers you've picked up by the point at which you agreed to go search in the side area. However, you only get one reward in this manner. Therefore, run down the Highroad and gather as many feathers as possible.

When Rikku points into a side area for the third time, agree to investigate. This leads to a chest containing a reward for picking up feathers and cleaning the Highroad. After opening the chest to get the item, proceed to the next section of the Highroad to continue with the next leg of the event. Before leaving, you receive an additional item based on the total number of feathers that were picked up.



Move over the yellow feathers on the path to pick them up.



When Rikku points at a side area, you have the option of sacrificing the chase to obtain an item.

Batte System

NO EFFORT REQUIRED

It's not important to pick up every feather for the best prize. Unless you're crazy about building your supply of Chocobo Wings and Chocobo Feathers (fairly common items in the game), just grab one of the feathers on the ground and race for the end of the area. The prize for leaving with few feathers is a **Gold Hourglass**, an item that delays the entire enemy party by one turn in battle. These are rare items, so get one early while you have the opportunity.



PRIZES FOUND IN CHESTS BY GATHERING FEATHERS		
FEATHERS RETRIEVED	ITEM IN CHEST	
0	Empty	
1-3	Chocobo Feather x2	
4-14	Chocobo Feather x3	
15-17	Chocobo Wing x2	
18-21	Chacoba Wing x3	

PRIZES GAINED UPON LEAVING THE AREA		
TOTAL FEATHERS	ITEM RECEIVED	
0	None	
1-8	Gold Hourglass	
9-15	Chocobo Feather	
16-21	Chocobo Feather (x2)	

THE CHOCOBO RODEO

At the end of the Highroad, the girls decide to tackle the chocobo with a new strategy. Rikku and Paine stand at either end of a short section of the road to prevent the bird from escaping. Yuna's job is to corner the chocobo and block its escape.



The first several attempts to predict the chocobo's direction of travel are merely guesswork. The lask becomes much easier later.

When the creature gets trapped between Yuna and Rikku, you must guess which direction the chocobo will try to run and intercept it. After the short countdown, move Yuna left or right to eatch the chocobo, or do nothing to protect the center. When done correctly, Yuna catches the chocobo and a chime sounds. Whether you are successful or not, run to the opposite end of the road and corner the chocobo again between Yuna and Paine.



Once Rikku and Paine are set up, run down the path and chase the grazing chocobo to the end.





After the chocobo becomes fired, it faces the direction it will try # run.

Continue running back and forth, attempting to catch the chocobo until you are successful at least two or three times. At this point, the chocobo becomes tired and actually faces the direction it intends to run. When it's time, move Yuna in the direction the chocobo is facing to intercept it. If the chocobo is facing Yuna, it intends to go straight. After three more successful captures, the chocobo escapes the final section of Highroad.

WHERE DID THE CHOCOBO GO?

The third event in this exasperating chase involves leading Rikku to high ground areas so that she can spot the chocobo. Move down the Highroad, then turn into the first side area on the right side of the screen. When the chocobo is revealed, head down the path to that area. The chocobo flees again, but Rikku spots it further down the path. Continue down the Highroad and divert into the next side area on the right.



The hover near the entrance of Millihen saves the day!

When the chocobo runs off yet again, follow it a short distance until Yuna says it's time to try something else. Instead of following it, run back toward the hover parked near the Highroad entrance from Luca and speak to the pilot. The pilot is indicated on the onscreen map by a white arrow. Speak to her twice and she offers to help catch the chocobo. When she blocks the Highroad with her massive transport, the chocobo chase is finally won!



The final leg of th<mark>e chase involves nothing more than triggering a series of events.</mark>

FIEND OF FEAST

After you catch the chocobo, word comes that Calli is in trouble. Use the Save Sphere at the Travel Agency, then follow Rikku and Paine to the bridge. Once the group spots Calli in danger, you must reach the bottom of the gorge before time runs out. Run north across the next bridge and follow the path to the entrance of Mushroom Rock. Run down the sloping path to the side, and continue until the party encounters the Chocobo Eater.



Proceed directly ■ the bottom of the garge. It's a long trek, and there's no time ■ spare!

CHOCOBO EATER

The predatory chocobo connoisseur is weak against fire, so use a Black Mage to cast a few Fira spells to end this battle quickly. A Songstress can cast Samba of Silence to prevent the Chocobo Eater's spell use. Have a Thief steal some gil and items before roasting this fiend.



GIL DROPPED: 500 PILFER GIL: 2000 STEAL: Normal: X-Potion Rare: X-Potion (x2)
DROP: Normal: Wall Ring Rare: Wall Ring

MORE BORDERS

For helping Calli, you receive the Selene Guard Garment Grid. The girls return to the Celsius, so head straight back to the Mi'ihen Highroad and speak to Calli, who's standing with the chocobo by the exit to the north section. If you previously took Clasko onboard your airship, he's there too. Agree to let Calli and Clasko come back onboard.

A hover blocks the north path, so you can't head across the north section. You can enter the area from Mushroom Rock as usual, but several sections of Mi'ihen Highroad surrounding the site of the crash remain blocked off until Chapter 3. Return to the airship to find Calli and Clasko in the Cabin area. At this point, the Calm Lands become a Hotspot on the Celsius's navigation map because Clasko wants to be dropped off there.



Return to Milihen Highroad before AN finish Chapter 2 if you want in bring Calli and Clasko onboard the Celsin







HP: 74 | AP: 1 | Gil: 10 Steal: Potion

Steal: Potion

Orop: Potion



OROWSY OCHU HP: 2484 : AP: 1 † GII: 180 Steal: Remedy Drop: Remedy (x2)

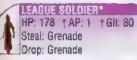


LEAGUE RAMGER*

HP: 230 ; AP: 1 ; Gil: 80

Steal: Phoenix Down

Drop: Potion





LEAGUE TROOPER*
HP: 244 | AP: 1 | Gil: 60

Steal: Grenade Drop: Grenade



LEAGUE WARRIOR*
HP: 422 | AP: 1 | Gil: 120
Steal: Hi-Potion

Steal: Hi-Potion Drop: Hi-Potion



GED CLEMENTAL

HP: 99 | † AP: 1 | † Gif: 25

Steal: Potion

Orop: Potion





HP:1640 † AP: 2 † Gil: 230 Steal: Phoenix Down (x3) Drop: Wall Ring

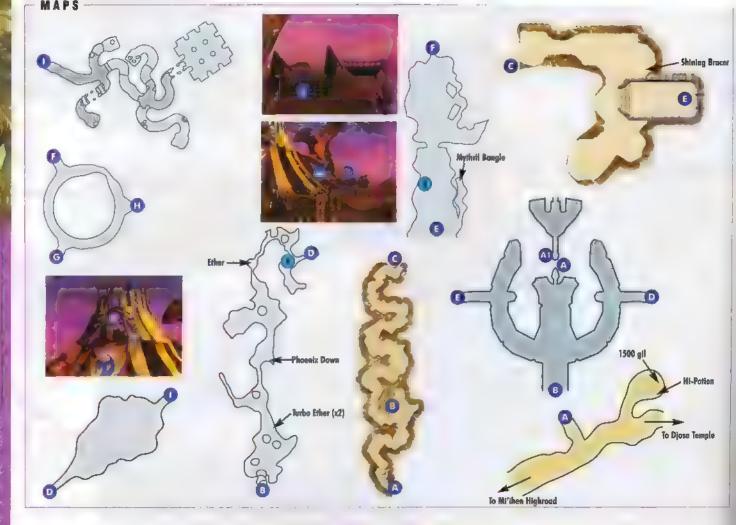
*Only if you gave the stolen sphere to New Yevon

ITEM CHECKLIST

Hi-Potion 1500 gil Turbo Ether (x2) Phoenix Down Ether

Shining Bracer Mythril Bangle

Crimson Sphere 7 📵



FRIENDLY WITH THE LEAGUE

Speak to the man near the hover to learn that he spotted the Leblanc Sydicate on the Djose Highroad. Head north to the statue of Mi' ihen and collect a **Hi-Potion** and **1500 gil**, then return to the entrance point and speak to Yaibal

and his gang. The conversation changes depending on whether you chose to give the sphere to the Youth League or not. If you gave the sphere to the Youth League, the soldiers stationed along Mushroom Rock will prevent encounters with fiends as long as you run alongside the guards. If you fall too far behind or to the side, you'll have an encounter.



The quards at Musticionic Recoveract

you differently depending on your
allegiance



If you visited here previously during Chapter 1, you should now have two of the spheres required to open the mysterious door.

After you hear a transmission from the Celsius regarding sphere waves, drop into the ravine. At the entrance of the Den of Woe, the girls encounter Nooj. He gives the group Crimson Sphere 7 on the assumption that they will search for the missing spheres for the door.



Stipping past the fiends is as simple as strolling quietly on by.

Exit the Den of Woe and climb out of the ravine. As the Gullwings proceed toward New Yevon headquarters, two guards tell the girls to move quietly to avoid detection by the large Ochus positioned along the path. Press the analog stick very lightly to walk if you want to avoid a battle; if not, just run on through. If a fiend turns and spots the group, you're forced to fight a Drowsy Ochu. Once the guards move past the last Ochu and start running again, the girls can resume running too.

ON THE BAD SIDE OF YOUTH

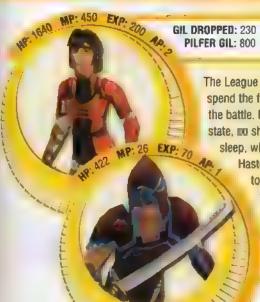
If you gave the stolen sphere to New Yevon near the beginning of Chapter 2, entering Mushroom Rock triggers an extra mission. Rather than receiving protection from each set of guards, you must battle them. When mov-

ing behind the Ochus, no one warns the Gullwings about walking slowly to avoid detection. The encounter with Nooj in the underground cave is terse, but he still hands over the Crimson Sphere 7. When you reach the mushroom-shaped elevator platform at the top of the road, you must fight Elma and two League Warriors.



Elma follows her good-humored chiding with an allempt to whip you behind.

ELMA, LEAGUE WARRIOR (X2)



STEAL: Normal: Phoenix Down (x3) Rare: Mega-Phoenix (x2)

DROP: Normal: Wall Ring Rare: Wall Ring

The League Warriors are small fish to fry, so spend the first couple of turns taking them out of the battle. Elma uses items to put herself in Haste state, we she attacks quickly. She can be put to sleep, which is the best way to counter her

Haste ability. While a Songstress puts her to sleep every round, have a Thief perform the Master Thief ability to make this battle against a long-time ally worthwhile



GIL DROPPED: 120 PILFER GIL: 180

STEAL: Normal: Hi-Potion Rare: Grenade (x2) DROP:

Normal: Hi-Potion Rare: Grenade (x2)

COMPLETION OTHERWISE

Ride the mushroom-shaped elevator up to the higher level. If you're currently in the mission to fight through the Youth League members, your mission ends here, and you receive a Kinesis Badge and the Shining Mirror Garment Grid. However, if you're on peaceful terms with the Youth League, ride the machina lift to headquarters. Elma runs out of headquarters and calls to the Gullwings. Before moving toward her, open the chest on the ledge to the right for a Mythril Bangle. After doing so, join Elma and Lucil for a brief conversation. After the scene, return to the Celsius and watch Crimson Sphere 7 for a few fractions of a completion point.



Speak with Eima and Lucit if you're allied with the Youth League.



HP: 133 | AP: 1 | Gil: 16 Steal: HI-Potion



ASSASSIN BEE

Steal: Antidote Drop: Antidote



СНОСОВО HP: 368 † AP: 0 † GB: 0

Steal: None 72. Drop: None



DEATH DAUBER

HP: 78 | † AP: 1 | † Gil: 20 Steal: Potion Drop: Potion



DR. GOON HP: 232 | AP: 1 | Gil: 50

Steal: Budget Grenade Drop: Potion

Drop: Antidote



FEM-GOON HP: 167 | AP: 1 | Gil: 70

Steal: Potion Drop: Potion



GOLD ELEMENTAL

HP: 99 | AP: 1 | Gil 25 Steal: Electro Marble Drop: Electro Marble



LEAGUE RANGER*

HP: 230 † AP: 1 † Gil: 80 Steal: Phoenix Down Drop: Potion



LEAGUE SOLDIER*

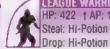
Steal: Grenade



LEAGUE TROOPER*

HP: 244 † AP: 1 † Gil: 60

Steal: Grenade Drop: Grenade



LEAGUE WARRIOR*

HP: 422 1 AP: 1 1 Gil 120 Steal: HI-Potion



SALLET HP: 133 | AP: 1 | Gil: 16

Steal: Hi-Potion Drop: Antidote



HP: 1150 + AP: 3 + Gil: 120

Floral Fallat Dressphere

To Mushroom Rock Road

Steal: X-Potion Drop: Iron Bangle



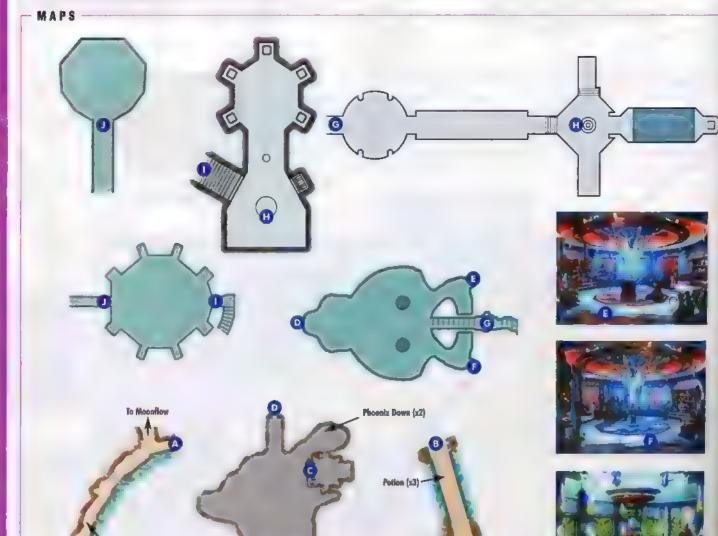
HP: 1030 TAP: 3 TGil: 120

Steal: Mega-Potion Drop: Silver Bracer *Only if you gave the stolen sphere to New Yevon

ITEM CHECKLIST

Phoenix Down (x2) Potion (x3)

Floral Fallal Dressphere Syndicate Uniform ()



EASY PICKINGS

Head south from the temple and proceed along the Djose Highroad until the girls spot some of Leblanc's Syndicate Goons standing near the hovers. Continue south to witness a scene in which two Fem-Goons let slip that they lost a sphere. Move south on the Djose Highroad, fighting Syndicate members in random battles. Halfway down the road, look for the Floral Fallal Dressphere (Yuna's special dressphere). Unfortunately, Ormi and Logos show up once again.



The Syndicate won't allow you to ride the hovers until you deleat their leaders.

Buttle System











STEAL: Normal: X-Potion Rare: Elixer

DROP: Normal: Iron Bangle Rare: Iron Bangle

Wipe out the Fem-Goon to cancel her magic casting, then take out Ormi and Logos as normal. To make the battle end quicker, use second-level elemental spells. Probably the main challenge of taking out the duo of Ormi and Logos at this

stage of the game is using a Thief's Master Thief ability to successfully steal Elixirs from them before finishing them off.



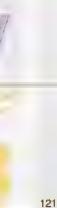
GIL DROPPED: 120 PILFER GIL: 400

STEAL: Normal: Mega-Potion Rare: Elixer DROP: Normal: Silver Bracer Rare: Silver Bracer

GIL DROPPED: 70

STEAL: Normal: Potion Rare: Potion (x2) DROP: Normal: Potion Rare: Hi-Potion









HP: 133 + AP: 1 + Gil: 16

Steal: HI-Potion Drop: Antidote

FLAN BLANCO HP: 625 ! AP: 1 | Gil: 72

Steal: Arctic Wind Drop: Arctic Wind

TAKOUBA HP: 984 ; AP: 1 | GII: 110

Steal: Phoenix Down Drop: Phoenix Down

BANDIT HP: 132 ! AP: 1 ! Gil: 30

Steal: Budget Grenade Drop: Potion

PROTOCHIMERA HP: 420 | AP: 1 | Gil: 120

Steal: Potion Drop: Potion

BLACKGUARD HP: 760 PAP: 1 1 Gil: 42

Steal: Phoenix Down Drop: Potion

Steal: Echo Screen Drop: Potion

CHOCOBO HP: 368 ; AP: 0 ; Gil: 0 Steal: N/A Drop: N/A

SHELL SHOCKER HP: 4700 (AP: 1) Gil:1300 Steal: Iron Bangle Drop: Black Ring

ITEM CHECKLIST

Gun Mage Dressphere ()

Seething Cauldron Garment Grid 10

Muscle Belt ()

Tobli, located near the wagon on the Moonflow banks, has a new request. He needs someone to sell tickets for his concert. By accepting this mission, you must approach people along both sides of the Moonflow and ask them if they want to buy tickets (press the Square button). You must sell at least six tickets to complete this mission.

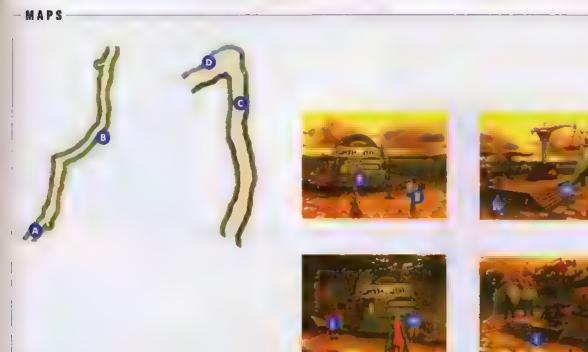
You cannot prich to everyone on the Moenflow Also, you can only attempt 10 times before the event ends and your results are tallied.

You only get one shot per customer, so if the sale doesn't happen on the first attempt, it never will. The base price is 1000 gil, or 500 gil if you spoke to Tobli before completing the mission to protect the Hypello's caravan from the bandits during Chapter 1. If a customer is willing to pay any amount of money over the base price, you get to keep the difference as long as you sell more than five tickets. If you sell a ticket for less than the base price, the loss is subtracted from your profits.

Tobli awards prizes based on whether you make a profit and whether or not you completed the "Shave the Hypello?" mission in Chapter 1. Use the following table to sell to the right people for the right price. Play your cards right and you can make up to 11500 gil!



When pitching bekels to potential but ers, take a chance and try to sell for higher or lower prices







Baracter

MAP LETTER	CUSTOMER	WILL PAY
A	Al Bhed Woman wearing pink near entrance.	Up to 1500 gil
В	Man wearing yellow and brown, standing in grass.	200 gil
C	Woman wearing red headband, before reaching Tobli,	Up to 1500 gil
D	Woman standing beside child, after Tobli.	Up to 1000 gil
Е	Woman wearing yellow and orange, standing across from Save Sphere.	Up to 1500 gil
F	Man wearing orange and green, sitting on bench.	Up to 1000 gil
G	Person wearing green sitting on dock stairs.	Up to 1500 gil
Н	Person wearing green, standing next to dock.	Any gil amount
	Child wearing white shirt, standing beside Hypello.	Up to 2000 gil
J	Person in yellow dress, standing at the top of the ramp.	Up to 2000 gil
K	Guard sleeping while standing.	Up to 500 gil
L	Woman in green standing across from bench.	Any gil amount
M	Man wearing blue and yellow, standing on the left side of the path.	Up to 1500 gil
N	Man speaking to elderly woman near entrance to Guadosalam.	Up to 500 gil

TICKETS SOLD	"YRP, THE SCALPERS THREE "SHAVE THE HYPELLO?" MISSION COMPLETE	MADE A PROFIT?	PRIZES GIVEN BY TOBLE
0-5	NA NA	. NA	Nothino
6-9	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid
		I No	Nothing
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Gun Mage Dressphere
10	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid, Muscle Belt
		No	Seething Cauldron Garment Grid, Muscle Belt
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Seething Cauldron Garment Grid, Gun Mage Dressphere



Frends and Energies



SCOURING FOR LOCATION CLUES

Visit Guadosalam early in Chapter 2 because all of the citizens divulge clues to locations where the Leblanc Syndicate may be searching. These clues indicate where you can find three uniforms. While conversing with the citizens, approach the Syndicate Goons at the chateau doors to trigger a scene worth a few completion points.

INFORMATION TRADE

The man behind the counter at the inn will sell some "valuable data" for 10,000 gil if you choose the "Got any data?" option. After your purchase, he provides a vague clue regarding the identity of the buyer. Speak to him a second time and choose the data option again to learn a second hint. You must sell the data to the exact person referenced in the clues. This person will buy the data for the amount of gil listed in the table on the following page. If you attempt to sell the data to the wrong person, the true buyer will lower the price he or she is willing to pay by 10,000 gil per wrong person spoken to.



The man who salls you the data may be the one in the market for the information. It so, he will pay the most for it!

The data peddler is chosen randomly. Before speaking to the data peddler, save your game the Save Sphere. The buyer who will pay the most for the data is, for some reason, the data peddler himself! If the clues given by the data peddler are not the ones that indicate that he is the buyer, reset your game, load your save, and try again. This is a great way to make 90,000 gil while barely lifting a finger.



Unione the mass weary before offering the data to anyone. Speaking to the wrong individual will decrease your take.

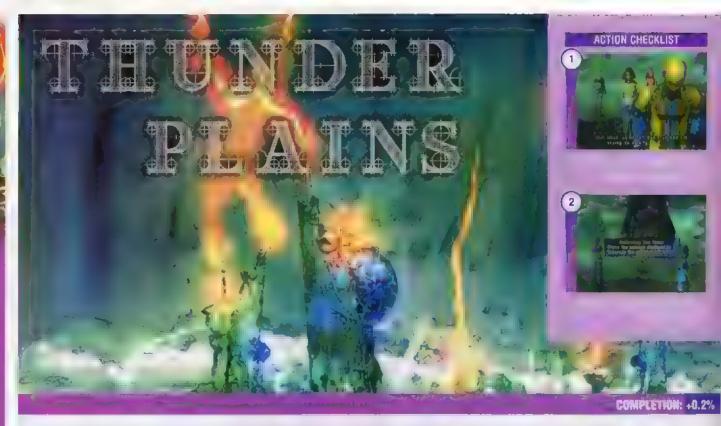


People in Guadosalam know where to find Leblane Syndicate members and their uniforms.



LOCATION HINT 1		HINT 2	PAYS	
A	He is someone loafing about indoors.	It looks like this guy has some time to kill. Maybe he's housesitting?	25000 gil	
В	The person is a woman.	She would appear to enjoy speaking with other women.	25000 gil	
C	The guy you're after is just sitting around.	Step outside and you should find him easily.	25000 gil	
D	It's someone right next 🖿 a door.	I believe I saw them by the door to Tobli Productions,	30000 gil	
E	This man bears himself with confidence.	He should be just outside.	30000 gil	
F	It was someone rather young, yes.	Perhaps this person is watching to see when a certain . door will open	30000 gil	
G	This individual can be found indoors.	This person is one bad customer.	30000 gil	
	It's someone sitting down. I wander what he's doing there?	He's near the door that will not open.	40000 gil	
Н	I believe it's someone interested in joining the Leblanc Syndicate.	She's not a man, which would make her a woman,	40000 gil	
J	It's a guy sitting down.	He's a rather little fellow.	50000 gil	
K	It's someone near the door that will not open.	He seemed concerned about relations between the Guado and the Ronso.	50000 gil	
L*	I haven't the slightest clue what this guy is doing.	He works for someone who never slows down.	50000 gil	
M	It's someone by the entrance to town.	He should still be by the road that leads to the Thunder Plains.	60000 gil	
N	It is a woman.	She often talks with the Hypello.	70000 gil	
0	This guy's in a place you wouldn't expect.	It seems he's gathering data for commercial reasons.	80000 gil	
Р	It's the last person you'd expect, no question.	It's the closest person you can find.	100000 gil	

^{*}The Hypelto moves all around the upper level of town; his position may vary.



ARMET HP: 788 † AP: 1 † GII: 74

Steal: Lunar Curtain Drop: Light Curtain

GOLD ELEMENTAL HP: 99 † AP: 1 † Gil: 25

Steal: Electro Marble Drop: Electro Marble

STALWART HP: 1240 ; AP: 1 ; Gil: 100 Steal: Phoenix Down

Drop: Phoenix Down (x2)

BICOCETTE

HP: 182 † AP: 1 † Gil: 18

Steal: Potion Drop: Potion

LESSER DRAKE HP: 577 AP: 1 Gil: 22

Steal: Potion

Drop: Potion

BOLT DRAKE

HP: 623 | AP: 1 | Gil: 130

Steal: Lightning Marble Drop: Hi-Potion

OCHU HP: 1480 † AP: 1 | † Gil: 133

Steal: Antidote Drop: Antidote (x2) CHOCOBO

HP: 368 ; AP: 0 ; Gil: 0 Steal: N/A

Drop: N/A

Steal: Potion Drop: Pation

ITEM CHECKLIST

Echo Screen (x4)

Potion (x3)

Pearl Necklace

Silence Grenade (x2)

Ether (x2)

Phoenix Down (x2)

Samural's Honor Garment Grid 🌑



THUNDER REPORT







POPS IS GRUMPY

During Chapter 1, if you told Cid that you weren't happy with the tourism at Zanarkand, he will be skulking around in the first area of the Thunder Plains. If you have trouble picking him out in the darkness, look for a red "X" on the on-screen map.



Speaking with God accommitates a meager few completion points, but in the long run, it's worth it.

LIGHTNING TOWER CALIBRATION

The following describes a set of mini-games. These events do not count toward your completion percentage, but they're fun minigames and make a specific mission in Chapter 5 a bit easier. Upon entering the Thunder Plains during Chapter 2 from either entrance, an Al Bhed will be crouched down by a lightning tower attempting to calibrate it. Speak to the Al Bhed twice and offer to calibrate the towers. The Al Bhed retreats to the safety of the Travel Agency while the Gullwings set about their work. If you want



Talk to the Al Bhed technician to start calibrating lightning towers.

know how well you're doing, or want further instructions, look for him inside the Travel Agency and ask to view your stats. After attempting to calibrate each tower at least once, whether you were successful or not, speak to the technician inside the Travel Agency to receive the Samurai's Honor Garment Grid.

Each lightning tower is calibrated via a challenging mini-game. For example, approach the lightning tower closest to the Save Sphere near the entrance from Guadosalam, and press X to start calibrating the tower. A series of PlayStation 2 controller buttons will appear. Memorize the buttons and their order. When the lightning tower is ready, press the controller buttons in the correct order. All of the

towers feature mini-games based on pressing a series of buttons. As you score higher, the game becomes progressively faster and you're forced to input the answer more rapidly or the round will count as a miss. You must input the correct series of buttons 30 times to calibrate any tower.

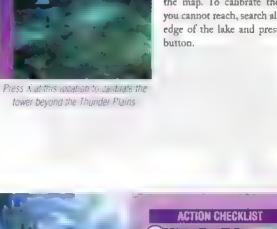


Calibration is a fun mini-game that tests your memory and reflexes

Baitle System

The towers closest to Guadosalam are the easiest to calibrate. The difficulty of the towers increases progressively as you get closer to the exit to Macalania Woods. There are ten lightning towers, nine

on the plains and a tenth one that stands outside the boundaries of the map. To calibrate the tower you cannot reach, search along the edge of the lake and press the X button.





AMORPHOUS GEL

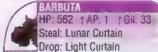
FLAN AZUL

Steal: Potion

Drop: Potion

HP: 999 † AP: 1 † Gil: 380

Steal: White Ring Drop: Blue Ring





CHOCOBO HP: 368 + AP: 0 + Gil: 0

Steat: N/A Drop: N/A



DEEP HAIZHE

HP: 1030 | AP: 1 | GII: 40

Steal: Gold Anklet Drop: Hi-Potion





GOLD ELEMENTAL HP: 99 | 1 AP: 1 | 1 Gil: 25 Steal: Electro Marble Drop: Electro Marble



HAIZHE HP: 653 ; AP: 1 ; Gil. 22

Steal: Phoenix Down Drop: Potion



RED ELEMENTAL HP: 99 | † AP: 1 | † Gil: 25

Steal: Potion Drop: Potion



SALLET HP: 60 | 1 AP: 1 | 1 Gil: 10

Steal: Potion Drop: Potion



WHITE ELEMENTAL HP: 77 Y AP: 1 Y Gil: 26

Steal: Antarctic Wind Drop: Potion



XIPHACTINUS HP: 773 † AP: 1 † Gil: 30 Steal: Fish Scale Drop: Fish Scale

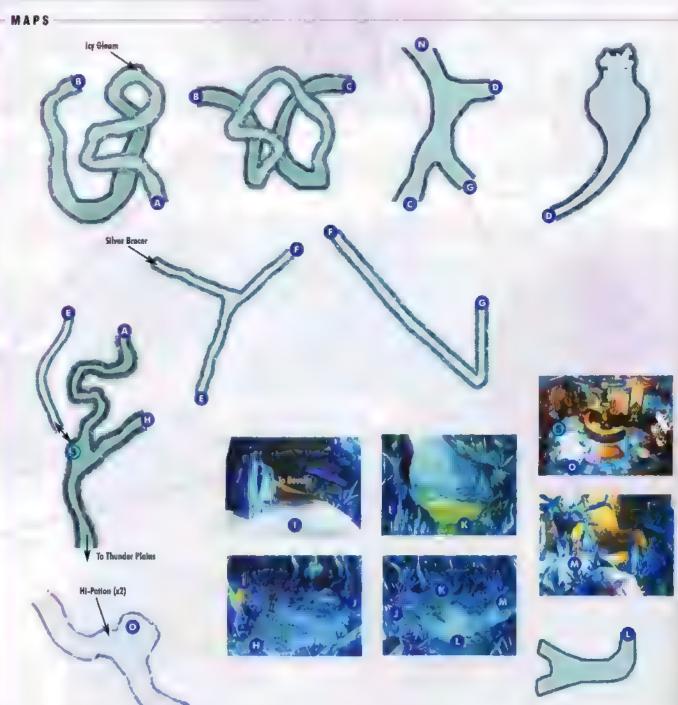
ITEM CHECKLIST

lcy Gleam

Hi-Potion (x2)

Silver Bracer

Haste Bangle 0



REUNION OF THE DOOMED

Run a short distance up the tree branch path to intercept Tobli's assistant, Hypello, who is frantically waving his arms. The Hypello needs you to find the musicians that disappeared from the forest in Chapter 1.



Donga in located at the intersection on the shimmering path.



Stepping inside the blue butterfly circle near the spring reveals Pukutak

a Haste Bangle. At this point, you can choose to return to the Celsius. Instead, head back to the Thunder Plains entrance of Macalania Woods and speak to the Hypello who asked you to complete the mission. He's hanging out by the Save Sphere near the entrance point. He gives you a Bitter Farewell Garment Grid as reward. If you completed the "Shave the Hypello?" mission during Chapter 1, the Hypello also

Follow the shimmering path that starts from the ground next to the Save Sphere. When you reach the four-way intersection deep in the

woods, head along the top right

path to the spring. Near the tree, speak to the musician in blue, Bayra. As he explains, you must step inside small circles of blue butterflies scattered throughout the forest to find the other two musicians.

When the two missing musicians are found, Yuna returns to the Sphere Spring automatically. Move forward and speak to Bayra again to complete the mission and receive



Don't return to the Ceisius without claiming your reward from the Hypello.



Speak with the Hypetto to get things

started

THERE'S ALWAYS TIME FOR TROMELL

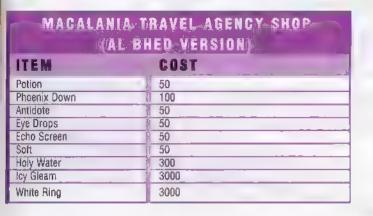
generously bestows upon you a Minerva's Plate.

If you did not speak to Tromell during a visit to Macalania in Chapter 1, he will emerge from the forest as the musicians depart. Speak to him four times to get the Full Throttle dressphere for Paine!



AL BHED FOR BUSINESS

If you completed the mission "Follow That O'aka!" during Chapter 1 and chose to turn O'aka in to the Al Bhed, the Travel Agency near frozen Lake Macalania is now open. The Al Bhed sell a fairly common lot of items and accessories. However, you still have a chance to make amends with O'aka and help him return here to open the best accessory shop in the game.

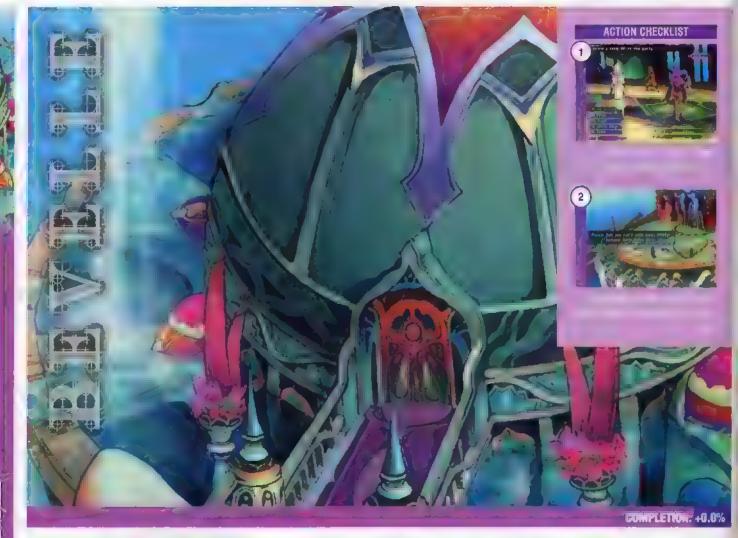




Botor in the Bikeriet December too of the Chapter z walkihrengh to learn how to bling O'aka back tiere to open an excellent snov.



latacit :



HP: 1380 | AP: 1 | Gil: 25 Steal: S-Bomb Drop: S-Bomb





* Will only appear if you returned the sphere to the Youth League

ITEM CHECKLIST



TWO RECEPTIONS

If you gave the stolen sphere to the Youth League and attempt to enter Bevelle during the mission to obtain three Syndicate Uniforms, each set of guards along the route will attack. If you reach the doors, the New Yevon forces attack you with machina. The Gullwings are then forced to retreat.



Pacce and the Kindergoardians are playing outside the temple.

However, if you gave the stolen sphere to New Yevon, then everyone here is happy to see the Gullwings. Proceed up the path and through the doors to the second area. You cannot gain access to the temple due to some crisis inside, but Pacce and the Kinderguardians are playing in the courtyard. Speak to Pacce m receive a Cat's Bell. This accessory allows the character who equips it to slowly recover HP while walking around a map.



Corning here is somewhat pointless if you are allied with the Youth League



AHRIMAN HP: 99 | AP; 1 | Gil: 20 Steal: Potion

Steal: Potion Drop: Eye Drops

HP: 368 † AP: 0 † Gil: 0
Steal: N/A
Drop: N/A

HP: 625 † AP: 1 † Gil: 72 Steal: Arctic Wind

Drop: Arctic Wind

SKINK
HP: 882 ↑ AP: 1 ↑ Gil; 78
Steal: HI-Potion
Drop: Hi-Potion

Steal: Phoenix Down
Drop: Potion (x2)

NASHORN
HP: 482 | AP: 1 | Gil: 22

Steal: Potion

Drop: Potion
WILD WOLF

HP: 185 † AP: 1, † Gil; 12 Steal: Potion Drop: Potion

AMORPHOUS GEL

Steal: White Ring

Drop: Blue Ring

HP: 999 | AP: 1 | Gil: 380

HP: 320 | AP: 1 | Git: 30

ABANET HP: 788. ; AP: 1 ; Gil: 74 Steal: Lunar Curtain Drop: Light Curtain

Drop: Potion

HP; 78 ; AP: 1 ; 12 Steal: Potion

PEREGRINE
HP: 735 | AP: 1 | Gil: 44
Steal: Hi-Potion
Drop: Hi-Potion

HP: 363 † AP: 1 † Gil: 180 Steal: Dragon Scale Drop: Dragon Scale

BLUE ELEMENTAL

DIVEREAK
HP: 10 | † AP: 1 | † Gil: 12
Steal: Potion
Drop: Antidote

OUGEN COSURI HP: 3270 * AP: 1 1 Gil: 330 Steal: Phoenix Down, Drop: Phoenix Down (x2)

ITEM CHECKLIST

Ether (x2) Chocobo Wing (x2) Phoenix Down (x2) Phoenix Down (x2)
Alchemist Dressphere
Highroad Winds Garment Grid



CLASKO'S DEATHTRAP FIXER-UPPER

If Clasko is onboard the Celsius, enter the Calm Lands via the airship navigation panel to trigger a scene with him. When Clasko takes off for the building where the old Monster Arena used to be, choose the option to follow him. The Gullwings find Clasko whining outside a small alcove. When he's through, talk him into letting you remove the pesky fiends from the place.



To clear the fiends, move toward fiends visible on the map until a battle begins.

Yuna enters the ruins of the old Monster Arena, which is full of fiends. Use the Save Sphere near the entrance and use it again between each battle to restore your party. Down the short passage to the right is a fiend. Move toward the fiend until a battle with a Skink begins. After the battle, a counter displays the number of fiends remaining. You must kill five more fiends in the ruins, however, some of them are illusions.

All of the illusionary fiends are facing the real fiend. If you touch three illusions by mistake, the real fiend changes location and you must find the real fiend's new location. Judge the direction the fiends are facing, then head toward that side of the ruins. Go down the row of corrals until you find a fiend that is facing the opposite way of all the other fiends. The first fiend facing the wrong way is often the real fiend.



Claskos dying to pursue his dreams in the Calm Lands.



If you touch the wrong hand a couple of times, halpful arrows will appear above the fiends to indicate the directions they are facing.



Protect the Gullwings against instant KO with accessories or by equipping Garmant Grids it possible.

Be extremely careful around the Queen Cocurls. While their lesser counterparts can reduce a party member's HP to 1 with a single attack, a Queen Coeurl can instantly kill a character. Between each battle, run back and touch the Save Sphere to keep your party in optimum fighting

After defeating five fiend parties in this manner, Clasko is found cringing near the entrance. Move up the short corridor to the right to find the fiend he is looking at. Touch the fiend to begin a battle with three Blue Elementals.



Unleash lightning elemental spetts at the entire enemy party to easily deleat the Blue Elementals



capturing, raising, and training of



Clasko snews everything regarding the



chacabas



BEGIN CATCHING CHOCOBOS!

After the sixth set of fiends dissolves, you receive the Alchemist Dressphere and the Highroad Winds Garment Grid, Talk to Clasko to get a number of Gysahl Greens, which are used to catch chocobos, and Pahsana Greens, which are used to raise them.



Chocobos are common on the Calm Lands.



A captured chocobo appears at Clasko's chocobo ranch, where you can view its stats

among a group of enemies, use a Gysahl Green to keep the yellow bird from running off. After the battle, use another Gysahl Green to capture it. Don't issue too many attack commands when attempting to capture a chocobo. By doing so, a fiend might perish and a character with an attack command remaining will assault the chocobo and drive it off no matter how many greens you have fed it.

Before the end of Chapter 3, you

must catch a chocobo if you want

to gain the full completion per-

centage. Once a chocobo appears

LIAN AND AYDE

Before or after finishing the mission to aid Clasko, head for the Travel Agency in the western section of the Calm Lands to find the two Ronso youths standing off to the left. After speaking with the two youngsters, head to Mt. Gagazet on foot.



Lian and Ayde are the two young Ronso that Kimahri is worried about.



HP: 167 | AP: 1 | 1 Gil: 70

HP: 420 | TAP: 1 | TGII: 120



HP: 99 | AP: 1 | 1 20

Steal: Potion

Drop: Eye Drops FEM-GOON

Steal: Potion

Drop: Pation

PROTOCHIMERA



BICOCETTE

HP: 182 | AP: 1 | Gil: 18 Steal: Potion

Drop: Potion



HP: 303 : AP: 1 : Gil: 42

Steal: Electro Marble (x2) Drop: Electro Marble (x2)

HP: 1130 * AP: 1 | 1 Gil: 120

Steal: Remedy Drop: Phoenix Down

TAKQUEA HP: 984 ; AP: 1 | TGil: 110

BULLY CAP

Steal: Eye Drops

Drop: Eye Drops

FLAN PALIDO

Steal: Potion

Drop: Potion

HP: 94 | 1 AP: 1 | 1 Gil: 14

HP: 188 | AP: 1 | 1 Gil: 30

Steal: Phoenix Down Drop: Phoenix Down

OR. GOON

HP: 232 1 AP: 1 * GH: 50 Steal: Budget Grenade

Drop: Potion

FLY EYE

HP: 258 TAP: 1 : Gil: 20

Steal: Phoenix Down

Drop: Phoenix Down

VIPER SHIPER

HP: 256 | AP: 1 | GII: 20

Steal: Phoenix Down Drop: Budget Grenade

Drop: Potion

WHITE FANG

Steal: Potion

HP: 378 † AP: 1 † Git: 48

Steal: Potion Drop: Potion



HP: 1350 † AP: 1 | † Gil: 80

Steal: Gauntlet Orop: Potion



Elixir Hi-Potion White Cape Phoenix Down

Syndicate Uniform (I)

Stonehewn Garment Grid (1)









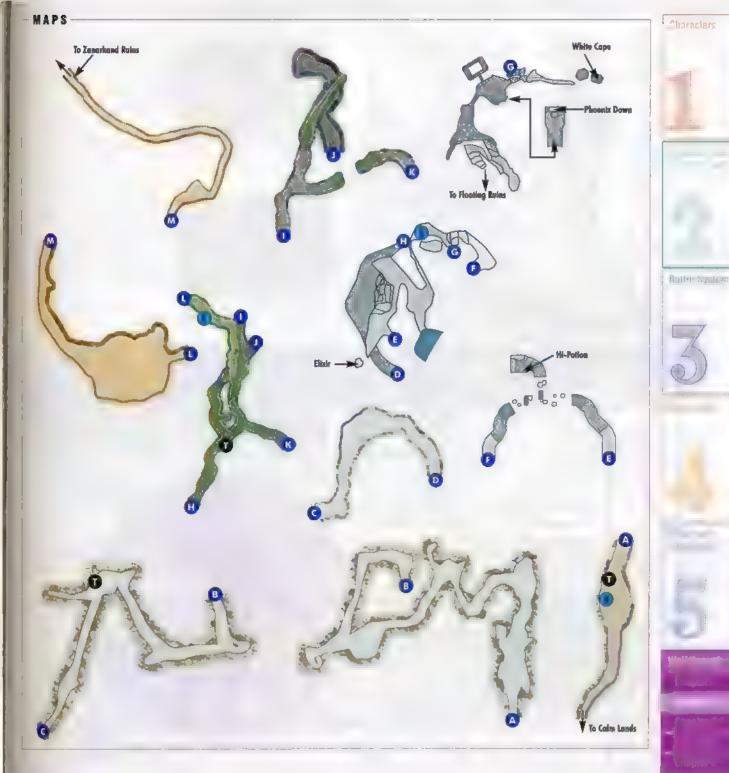










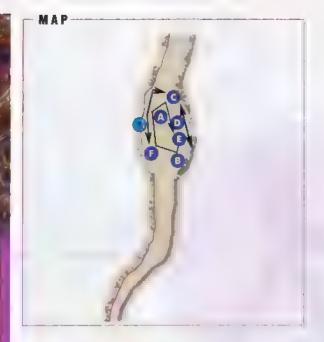


RONSO NEED MORE REASSURANCE

Speak to Kimahri and the Ronso gathered near the entrance of Mt. Gagazet and answer each of their concerns with the correct responses. You must talk to Kimarhi twice: once to undertake the mission currently available at Gagazet and then a second time to appease his anxieties. If you correctly addressed the concerns of all the Ronso during Chapter 1, a certain boss fight becomes a little easier to deal with in Chapter 3. Also, you'll be well on your way to immortalizing Yuna in a way you never thought possible.



Correctly addressing Kimahri's worries nets you a valuable prize later. Again, you must be firm with Kimahri and tell him to handle his own problems.



AP	DESCRIPTION	CONCERN	YUNA'S ANSWERS	TRUST
TTER	Waman standing basids	Morar is great hurden on	He does norm tony tired	- 11
A Woman standing beside	Kimahri.	Worry is great burden on Elder's shoulders.	He does seem very tired. You should help Kimahri!	+1
	Contain.	Liuci 3 Silouluci3.	Of course - he's the elder.	-1
В	Garik	Ronso youth grow strong, destroy	Have you talked with Kimahri about this?	-1
Sum .	hated Guado, Garik swear to	What if the Guado retaliate?	+1	
	mountain! Garik avenge murdered - Ronso!	That won't make anyone happy.	0	
C	Male walking around near exit	Al Bhed, too, suffer at hands of	It's not as simple as that.	-1
to the snowy slopes area.	Guado. Guado is source of much chaos!	Maybe the Guado really are to blame. The Al Bhed have put revenge behind	+1	
		them.	0	
D Female on right side of screen at entrance to Mt. Gagazet.	Guado must die for Ronso future!	You have to cool off and think.	-1	
		And what of the Guado?	+1	
	1		What future will that bring?	0
Е	Male walking around near	Garik will march, fight Ronso	Can you think of nothing but fighting?	-1
entrance to Mt. Gagazet.	entrance to Mt. Gagazet.	enemies. Fight Guado!	Please, try to think about it some more.	+1
			Will that make you satisfied?	0
F	Male in red armor with green	Elder is weakling, Garik move too	They have to think everything through.	-1
hair on left side of screen at entrance to Mt. Gagazet.	slow! Guado will escape us!	Then there won't be anyone left to fight.	+1	
			There's nothing we can do about it.	0
G Guard near stairs in mountain cave of Mt. Gagazet.	Many people come to sacred mountain uninvited.	They're searching for the mountain's secrets.	0	
		Sphere hunters are problem!	They should take better care of the mountain.	+1
			That's the way things are now.	-1

MOUNTAIN PURSUIT

Use the teleport pad near the entrance to quickly travel up me the Mountain Path area, then ascend the slope and follow the trail until the mission begins. Follow the Fem-Goon by climbing up the cliffs to the top ledge. Enter the cave off to the right side.



Head through the cave and jump over the platforms. Keep an eye glued to the on-screen map, and take the side path to a small cave where a **Hi-Potion** awaits in a chest on a ledge. Return to the floating rock path and continue hopping and running toward the exit.



Look for a freasure chest on a rock p.s. form floating off the side of the mountain ledge. To reach it, slowly WALK from the cave toward the edge and the platform to obtain the Elixir inside the chest.

Keep an eye on the map in the upper-left corner to avoid missing side chambers

HOICE OF EVENTS

Emerging from the other side of the cave, you should spot the Fem-Goon on the move again. If you follow her directly, you'll see the next scenario play out in short form.

However, if you ascend up the cliffs to the highest ledge instead of following the Fem-Goon directly, the scenario is greatly extended. This series of events does award more completion percentage than the other, but it's fun to know that you can experience this series of events in two different ways.



The low path takes you directly to the hat springs, but you'll miss some items and completion percentage



Inside a cave on the uppermost level is a chest containing a Phoenix Down



Walk slowly up the narrow path east from the hot springs area so that the lop rock platform doesn't rise. Hop across the two floating rocks in obtain a White Cape.



If you altempt is continue climbing the cliffs above the hot springs overlook. the winds blow loo hard and the Gullwings must turn back

Path A (Follow Fem-Goon Directly to Hot Springs)

101-14

dattle System

- The Gullwings spot the Fem-Goons soaking in the hot springs.
- Ormi enters and stumbles onto the Gullwings.
- Boss Fight: Ormi
- Battle with Fem-Goon squad.
- Obtain Syndicate Uniform
- Mission Complete!

Path B (Proceed to Top Cliff)

- The Gullwings spy on the Fem-Goons getting out of the hot springs.
- The cliff crumbles, spilling the Gullwings into the hot springs, frightening off Ormi and the Fem-Goons.
- Obtain Syndicate Uniform.
- The Gullwings bathe in the hot springs.
- Exit the hot springs; the Gullwings encounter the Fem-Goon squad.
- Boss Fight: Ormi
- Mission Complete!

ORMI

Ormi fights in the same manner as in previous battles, so use the same tactics against him here. Prevent Ormi from attacking by using items or dances that put him to sleep. Unleash a couple of chain attacks or second-level Black Mage spells, such as Fira or Blizzara, to end the battle.



GIL DROPPED: 200 PILFER GIL: 520

STEAL: Normal: X-Potion Rare: Elixir

DROP: Normal: Beaded Brooch Rare: Beaded Brooch









BEHEMOTH HP: 1420 AP: 1 Gil: 80 Steat: Phoenix Down Drop: Circlet

HP: 228 † AP: 1 † Gil: 18 Steal: Antidote Drop: Antidote



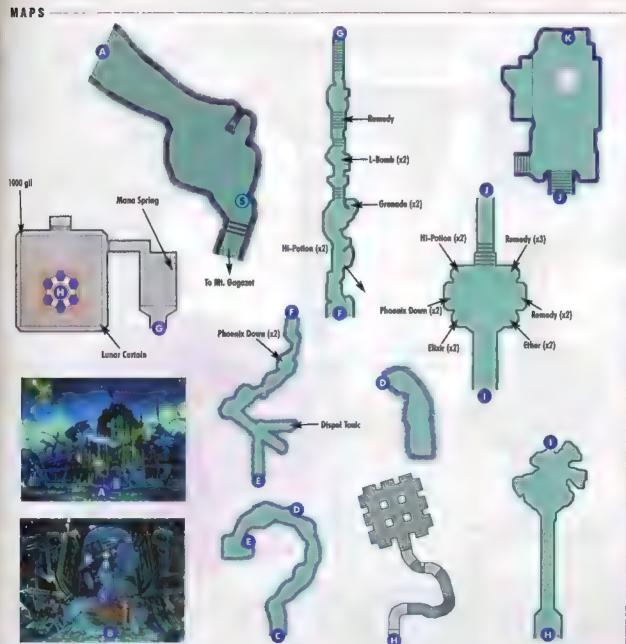
MASHORN HP: 482 | AP: 1 | GII: 22

Steal: Potion Orop: Potion

ITEM CHECKLIST

Dispel Tonic Light Curtain Phoenix Down (x2) Remedy (x3) Hi-Potion(x2) Remedy (x2) Grenade (x2) Ether (x2) L-Bomb (x2) Elixir (x2) Phoenix Down (x2) Remedy Lunar Curtain Hi-Potion (x2)

Mana Spring Soul of Thamasa () 1000 gil



OPERATION: MONKEY!

The tourists seem to be leaving the treasure chests unopened, so enter the dome and speak to Isaaru to find out why. He is standing at the base of the stairs, wondering how he's going to prevent the monkeys that are infesting the ruins from driving off tourists. As Isaaru leaves, Rikku and Paine get the crazy idea of breeding the monkeys to increase their population, thus scaring away the tourist trade permanently.



The monkeys are connected by their names.

To complete this short side quest, gmb a monkey that is in love and offer it to the other monkeys inside the Zanarkand dome until you find the monkey's soul mate. When small hearts start emanating over a monkey's

head, it means that it is ready for true love. Press the X button to grab a monkey. As Yuna is holding the lovey-dovey creature in front of her, move to other monkeys and check to see if they like the monkey that you're holding by pressing the X button. If the monkeys are a match, the two will instantly fall in love.

The location of each monkey and its soul mate is marked on the following maps. Match a red numeral with its corresponding

purple numeral to make a match. After matching up all twelve pairs of monkeys, you'll complete the mission and receive a **Soul of Thamasa** accessory.



When Yuna's holding a monkey, move to other monkeys and check a see if they are interested at falling in love.



Remember, if you speak to the wrong mankey, it might swipe some gift

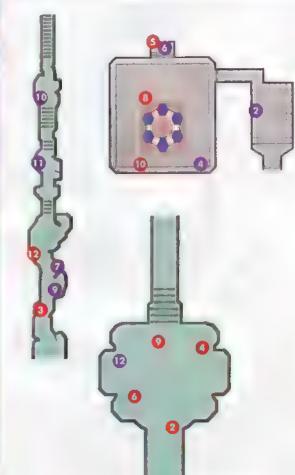


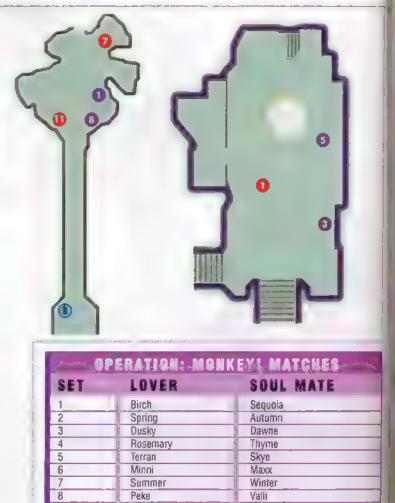
Isaaru is foolish to leave these three mischievous girls in the lemple alone

Bartle System



MAPS

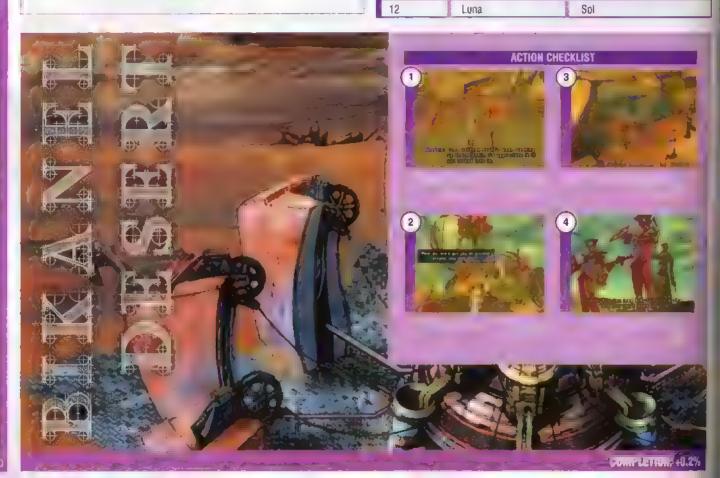




Felina

Quivrr

Sylva



9

10

11

Canis

Arroh

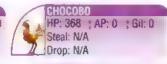
Golde

ANGRA MAINYU

HP:333444 TAP:30 TGII:5000

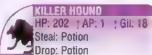
Steal: Megalixir Drop: Ribbon



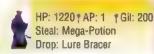














HP: 167 † AP: 1 † Gil: 70

Steal: Potion Drop: Potion

ITEM CHECKLIST

Machina Maw Oressphere
Hour of Need Garment Grid

WATER WE DOING HERE?

Nhadala'is worried about strange events and odd interlopers in the Oasis region. Talk to the pilot twice and ask him to fly to the Oasis for a look. Approaching the water's edge, Yuna finds Rikku's special Dressphere, the **Machina Maw**. Logos and the Leblanc Syndicate then ambush the Gullwings.

5

LOGOS, FEM-GOON (X2)

GIL DROPPED: 200 PILFER GIL: 460 STEAL: Normal: Mega-Potion Rare: Elixir DROP: Normal: Lure Bracer Rare: Lure Bracer

Use the first few turns during the battle to eliminate Logos's companions, reducing the number of enemy turns per round. Logos unleashes a new attack during this battle, Haif of Bullets, wherein he shoots the entire party with a volley of shots. Logos also attempts to incapacitate the party with bombs that inflict Darkness

or Silence. If his bomb tossing

Total Control of the
becomes a problem, have a Songstress tame the fierce gun master by casting Sleepy Shuffle. The **Hour of Need Garment Grid** is awarded for defeating the trio and completing this short mission.

GIL DROPPED: 70 PILFER GIL: 200 STEAL: Normal: Potion Rare: Potion DROP: Normal: Potion Rare: Potion

O'AKA PAYS OFF HIS OWN DEBT

If for some reason you elected to turn O'aka over to the Al Bhed to pay off his own debt, he will be found in the desert toiling away! After taking care of business at the Oasis, return to the digger's camp and speak to the man in green standing beside the hover. It sounds like someone familiar is toiling away in the Southern Expanse. Ask the pilot to fly you
the Southern Expanse to look for O'aka.



Rumors at the camp indicate O'aka is around



Repeatedly excavate treasures and machina in the Southern Expanse. During an excursion, a green "X" may appear onscreen. Head for it to find O'aka. He paid off his own debt and is now weary from his toils. Allow him to come aboard the Celsius.

Back onboard the Celsius, run down to the Cabin to visit the merchant. Ask to see his goods, which are all slightly cheaper than usual. He then begins to sell items at ridiculously cheap prices! In addition, he and his brother Wantz later reopen the Travel Agency at Macalania, selling some of the better accessories in the game!



Agreeing to take Olaka onboard the Celsius counts as a failed dig, but this time, it's worth the trouble.





HP: 252 + AP: 1 7 Gil: 40 Steal: Phoenix Down

Orop: Potion

HP: 232 | AP: 1 | Gif: 50 Steal: Budget Grenade Drop: Potion

HP: 167 + AP: 1 + Gil: 70 Steal: Potion Drop: Potion

HP: 1432 TAP: 1 TM: 230 Steal: Mega-Potion Drop: Favorite Outfit

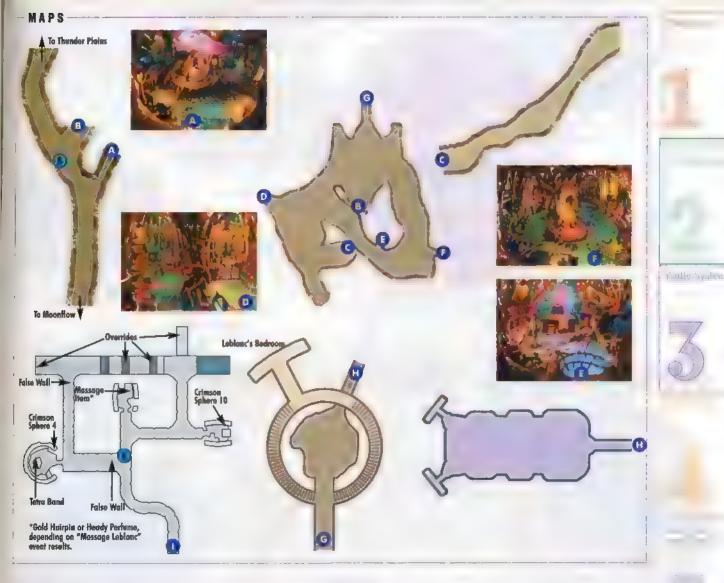


ITEM CHECKLIST

Heady Perfume or Gold Hairpin Crimson Sphere 10 🕕 Healing Light Garment Grid 10

HP: 1640 † AP: 1 | † Gil: 220 Steal: X-Potion Drop: Black Choker

Steal: Elixir Drop: Reassembled Sphere



THREE UNIFORMS COLLECTED

As you track down Leblanc Syndicate members and steal their uniforms, one by one the Gullwings on the bridge of the Celsius will

don the uniforms of their rivals. When the third uniform is obtained, the party automatically returns to the Celsius. For completing the mission to get three Syndicate Uniforms, you're awarded the Bum Rush Garment Grid.



Once you have all three uniforms, the girls founge around the bridge m.

Syndicate tashions.

FAKING AND ENTERING

Approach the doors guarded by Leblanc Syndicate Goons. The girls automatically put on their uniforms and slip inside. After the

scene in the foyer, head through the door at the back of the first level. Proceed to the far side of the living room and receive your orders from Logos and Ormi. They need someone to go upstairs and massage the boss.



Lebland is a pushover for her Noojie-Woojie.

DESTINATION: CHAPTER 3!

With all three uniforms obtained, access to Leblanc's chateau in Guadosalam will be open. If you need to go somewhere else and complete any remaining side missions, be sure to do it before you change into the uniforms. Once you change into the uniforms at Guadosalam, you will be unable to return to the Celsius. After the mission inside the Syndicate's hideout, Brother automatically flies to Bevelle.

Return to the foyer and ascend the stairs to the upper level, where Leblanc demands a massage at once. To massage her, move the heart-shaped icon to any point on the grid and press the X button. Not only does Leblanc react vocally, but the icon lights up a certain color:

- A red heart means you've hit the perfect spot. The grid resets, forcing you to look for the red spot in its new location.
- A yellow heart indicates that the perfect spot is just one square away, either to the left, the right, up, or down.
- A green heart means that the perfect spot is just one diagonal square away.
- A blue heart indicates that you're nowhere close to the satisfaction spot.



You must completely satisfy Leblanc within 15 rounds. A round concludes each time you attempt to massage a spot. Points are awarded based on the color of the heart icon revealed. The better the spot, the more points you receive. If you fail to score 32 points within 15 rounds on your first attempt, you're forced to do it again.

During your second attempt, Leblanc awards more points, but the item found in Ormi's bedroom within the secret corridor changes from the Gold Hairpin to the Heady Perfume. While the Heady Perfume raises a few stats, the Gold Hairpin cuts the MP cost of spells by half. If you don't satisfy Leblanc on the first try and want the other item, reset your game and try again.

REVEALING THE SECRET PASSAGE

The secret switch is on the back wall of the living room on the first floor of the chateau, between the blue pedestal and the door. Once the girls are inside the secret corridor, proceed down the curving passage until Ormi discovers the group.



Dam that Brother of Rikku's Your cover ## blown!

ORMI, FEM-GOON, DR. GOON

GIL DROPPED: 220 PILFER GIL: 560 STEAL: Normal: X-Potion Rare: Elixer

DROP: Normal: Black Choker Rare: Black Choker

Take out Ormi's sidekicks quickly, then use a few Black Mage spells on Ormi. Try to inflict more damage when Ormi holsters his shield in preparation for one of his special attacks. Ormi's Huggles attack inflicts several hits to one character, usually enough to KO her. Revive a fallen ally with a Phoenix Down, then use a Potion and continue your assault. Inflict Ormi with

Poison or Darkness to give yourself an advantage.



GIL DROPPED: 70 PILFER GIL: 200 STEAL: Normal: Potion Rare: Potion DROP: Normal: Potion Rare: Hi-Potion

GIL DROPPED: 50 PILFER GIL: 160 STEAL: Normal: Budget Grenade Rare: Grenade DROP: Normal: Potion Rare: Grenade

SNOOPING AROUND THE GOONS' QUARTERS

Proceed down the secret hallway and use the Save Sphere on the left. Continue past the Save Sphere and open the purple doors at the corner. Inside Ormi's room is the chest containing the item determined by your skill at massaging Leblanc—either the Heady Perfume or the Gold Hairpin.



The item found here changes depending on your massage technique

Outside Ormi's chamber, continue down the next section of corridor and enter the next set of purple doors. Pick up the Crimson Sphere 10 on Logos's bedside bookshelf.



Yuna and crew are discovered once again!

Fully Syste

ORMI, LOGOS

GIL DROPPED: 230 PILFER GIL: 580

EXP.

STEAL: Normal: X-Potion Rare: Elixir

DROP: Normal: Defense Veil Rare: Defense Veil

Logos's attacks are more frequent and tend to interrupt your characters' attacks; focus on him first. Steal from him, then let a Black Mage douse him with spells. Logos occasionally performs Russian Roulette, a weak attack that tends to apply status ailments (such as Poison or KO). With Logos down, treat Ormi to

some strong Black Mage spells but

watch out for his devastating Huggles attack. Poison, Sleep, and Darkness can reduce the ability of either thug to attack.

GIL DROPPED: 230 PILFER GIL: 580 STEAL: Normal: Mega-Potion Rare: Elixer

DROP: Normal: Favorite Outfit Rare: Favorite Outfit

DEACTIVATING THE SECURITY SYSTEM

Exit Logos's room, head down the corridor to its right, and climb to the top of the raised ledge. Rather than leap from ledge to ledge down the corridor, drop into the first pit. Within this pit, you'll discover one of three switches that overrides the security system. Activate the switch, then climb the next section and drop into the next pit. Turn on yet another override switch, then climb out and proceed to the end of the corridor.



The spikes are more threatening than harmful.

As you proceed toward the back wall, panels slide away to reveal sharp spikes. Turn and run down the corridor, leaping from ledge to ledge as

quickly as possible. If you drop into a pit, climb out fast and continue. When you reach the bottom edge of the corridor, wait for the wall to catch up. In order to reach the alcove above the passageway, you must let the spikes catch up to you at this point. Doing so will trigger a short scene of the girls outrunning the spikes and jumping to the alcove above. Press the override in this corridor to finally deactivate the booby traps.



The switches to overrule the security devices are tucked inside the pils # the long corridor.

UNCOVERING LEBLANC'S ROOM

With the booby traps in the long corridor disabled, run to the top of the corridor and press the switch that is now visible on the back wall. A section of the corridor on the left slides down to reveal a new portion of the passage. Head into the newly opened corridor and enter the first doorway—a circular portal with Leblane's seal engraved upon it. Proceed a little ways into the room for the final showdown.



The final encounter occurs * Leblanc's room.

RETURN TRIP REQUIRED

Some additional items are located in Leblanc's room, but they'll have to wait until you have a chance to return here during Chapter 3.

ORMI, LOGOS, LEBLANC

GIL DROPPED: 240 PILFER GIL: 600 STEAL: Normal: X-Potion Rare: Elixir

DROP: Normal: Twist Headband Rare: Twist Headband

Leblanc and crew have been practicing a three-person combo attack for the girls. Since Logos has a surprisingly low amount of HP, dispose of him as quickly possible with a second-level Black Mage spell. This negates the ability of the Syndicate trio to use their No Love Lost combo. If the trio executes the attack, use a Mega-Potion to recover if necessary.



GIL DROPPED: 240 PILFER GIL: 640 STEAL: Normal: Mega-Potion Rare: Elixir

DROP: Normal: Charm Bangle Rare: Charm Bangle

Leblanc motivates her men by casting Shell, Protect, and Regen on them simultaneously. Therefore, Leblanc is the next target. Use a Dispel Tonic or a Dispel spell to get rid of the positive effects she casts on herself and Ormi. She is susceptible to Poison and Darkness, as are Ormi and Logos. After Leblanc is gone, finish up Ormi as quickly as possible. You will receive the **Healing Light Garment Grid** for completing this mission.

GIL DROPPED: 300 PILFER GIL: 1500

STEAL: Normal: Elixir Rare: Elixir

DROP: Normal: Reassembled Sphere Rare: Reassembled Sphere





FLAN AMARILLO
HP: 303 † AP: 1 † Gil: 42
Steal: Electro Marble (x2)
Drop: Electro Marble (x2)

5

FLAN BLANCO HP: 625 (AP: 1 (Gil: 72

Steal: Arctic Wind Drop: Arctic Wind



HP: 3220 | AP: 1 | Gil: 86

Steal: Soft (x2)
Drop: Soft (x2)



HP: 882 ; AP: 1 ; Gil; 78 Steal: Hi-Potion

Drop: Hi-Potion

HP: 688 † AP, 1 † Gil: 36 Steal: Antidote (x2) Drop: Antidote



Y/.05 6 HP: 1380 | AP: 1 | Gil: 25

Steal: S-Bomb Drop: S-Bomb



YAU-28 HP: 1270 ; AP: 1 | ; Gil: 25 Steal: Grenade

Steal: Grenade Drop: S-Bomb



YEVON DEFENDER
HP: 186 | AP: 1 | Gil: 40
Steal: Budget Grenade

HP: 3680 † AP: 1 † Gil: 800 |

Drop: Potion

Steal: Mana Tablet

Drop: Regen Ring

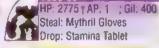
YEVON GUARD HP: 223 † AP: 1 † Gil: 40 Steal: Budget Greande Drop: Potion



Drop: Wristband

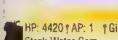
Steal: Charm Bangle

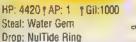
Drop: Pearl Necklace



HP: 8400 † AP: 15 † Gil:1000

Steal: Mute Shock Drop: Gris-Gris Bag







ITEM CHECKLIST

Remedy (x3) Remedy (x3) 3000 gil Hi-Potion (x4)

Potion (x8)

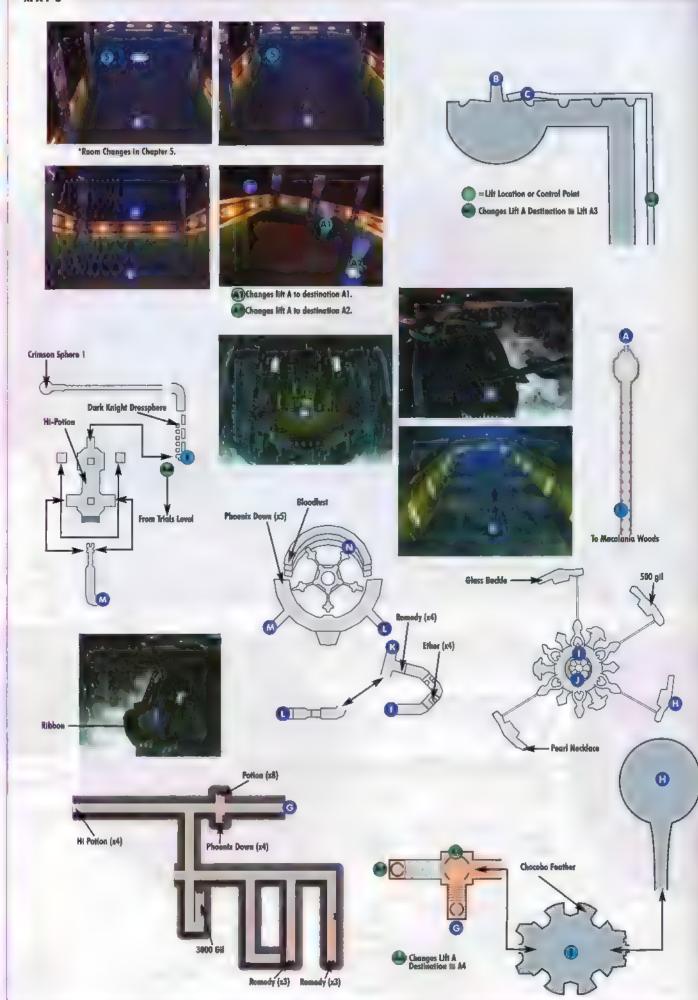
Phoenix Down (x4) Chocobo Feather Pearl Necklace Glass Buckle 500 gil

Ribbon Ether (x4) Remedy (x4) Downtrodder Garment Grid

Bloodlust

Wring
Phoenix Down (x5)
Hi-Potion
Dark Knight Dressphere

Buttle System



DEPENDING ON ALLIANCE

Leblanc and the Gullwings hatch out a plan in find Baralai, the New Yevon practor, and make him reveal the ominous weapon Vegnagun. If the Gullwings allied with New Yevon at the beginning of Chapter 2, you will have no problems proceeding directly to the temple. Along the way, speak to NPCs in the area to find out that some strange events have been occurring in Bevelle recently and that no one has any idea where the practor is.



Take out soldiers with Hamethrowers list to lessen any potential damage.



the hill hologiam drops, it means that the lift will descend to the lower levels

If the Gullwings gave the stolen sphere to the Youth League at the beginning of Chapter 2, each set of guards that identifies the Gullwings will move in to attack. Battle up the Highbridge and avoid speaking to NPCs who may yell for help.



Barkeey sets up shop near the first Save Sphere. He setts the same items as he does onboard the auship

CHANGING LIFT DIRECTION

Whether you're allied with New Yevon or not, the events occurring inside the temple will be the same either way. Speak to the priests to learn more of the recent developments in Bevelle. The lift takes the group deep underground in the temple, but you must change its course. Follow the curving wall of the temple east toward the doorway. Inside the small room, climb onto the platform and step onto the seal. A doorway opens in another chamber. Exit the small room and head back through the temple area to the west side of the lift chamber.

Climb up to the new opening in the wall and drop into a secret chamber. The two pillars here control the direction of the lift. Examine the pillar closest to the screen to change the direction of the lift in the central area. Return to the central area where the priests congregate and ride the lift down to the core of the temple.



Step on raised square platforms activale glyphs



Fight for all the items in the temple before proceeding to the top level.

TRIAL OF FIENDS

Although this mobile pathway was once the home of a head-scratching puzzle, you can now move through the chamber freely and collect the items stored inside the chests. While random battles will not occur, fiends will materialize as you head for each chest. Proceed to the lift at the east end of the top level, and ride it to the stage above.

BEVELLE SECURITY CORE



Spraips hat \$2 goods is identical to be ones he has onboard the airship

Barkeep the Hypello moves to the antechamber to set up shop, so use this opportunity to stock up on goods. Grab the Chocobo Feather from the chest in the corner, then save your game at the Save Sphere. The next section of the game is extremely challenging combat—wise and may prove to be a strain on the entire party. Enter with nothing short of full HP and MP.

Proceed into the Chamber of the Fayth and leap into the large hole in the center of the room. The Gullwings find themselves in a massive, unknown chamber deep under Bevelle. Move along the platform toward the screen to find a machina pillar. Examine the pillar receive a message regarding the security system inside this massive room. After doing so, return to the group and move to the edge of the platform. After the security shutdown begins, move toward the top of the platform to make Yuna slide down a chain to the massive security station below. Move forward a few steps and prepare to battle a set of YAC-13s.



Move upward along the edge of the platform to make Yuna automatically hop onto the chain



CONSERVE MP IN BEVELLE!

If you normally depend on a Black Mage to vanquish your foes, you won't be able to rely on the same strategy here. Try to conserve MP for the bosses in this area, and enlist the aid of a skilled Gua Mage or two to take down all the machina and mechs in this area.

First, use the Scan ability on each robot to determine whether it is a machina or a mech. Then use Mech Destroyer or Dismantler to take down the sentries efficiently. YAC-13s are machina, while other machines (such as the YSLS-99s and YSLS-Zeros) are mechs.



EATING ELEMENTS

Before undertaking the task of activating the security towers, it would be wise to equip your characters with Garment Grids such as Ice Queen, Heart of Flame, Thunder Spawn, or Menace of the Deep. These grids all have the ability to absorb a certain kind of elemental spell, which will prove invaluable against a particular boss monster encountered in the security tower room.



THE WATCHTOWERS

After disposing of the first set of security drones, it's time to go about disabling the security towers. Yuna is standing in front of the first of three "blue towers." (Note the two blue lights positioned below the tower's steps are glowing brightly.) When the tower is activated, part of the security system shuts down. After a fight with a YSLS-Zero, a platform appears in the central pit.



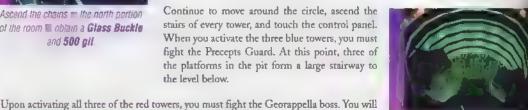
Behind the third tower is a cham. Runup the chain . The platform against the side wall of the chamber. Defeat a YSLS-99 to clear the path to a chest containing a Pearl Necklace.



Ascend the chains in the north portion of the room a obtain a Glass Buckle and 500 gil.

When you can move again, proceed in a clockwise fashion around the circular area. The next tower is a "red tower." The only indication that this is a red tower is that the twin lights in front of the tower steps are not glowing at all. When you ascend the

steps and touch the control panel, the two lights in front of the tower glow red. This tiggers a fight with another mech, and then a second platform appears in the central pit.



The trafts outside a blue town

remain blue unce it's activated

Move to the edge of the pill to view the progress of the platforms.

Continue to move around the circle, ascend the stairs of every tower, and touch the control panel. When you activate the three blue towers, you must fight the Precepts Guard. At this point, three of the platforms in the pit form a large stairway to the level below.



The lights outside a red tower change colors when activated.

notice that three additional platforms have emerged in the pit, but they don't seem to go anywhere... for the moment.

PRECEPTS GUARD

The Precepts Guard inflicts Poison status by casting Bio and drains HP and MP from your characters. Because the creature casts Demi to reduce the entire party's HP by a percentage, you must have a White Mage present to cast Pray or Cure every round. The Precepts Guard may also inflict party members with Slow status, and it also has a Death attack that causes

> instant KO. For all these reasons, you must assault this fiend with extreme speed and efficiency.



Cast your most powerful Black Mage spells to defeat the fiend in

the shortest amount of time possible. This way, you don't allow the fiend the opportunity to use too many of its attacks. While a Black Mage is casting and a White Mage is healing, a Warrior can cause a good amount of damage with the Excalibur attack. Excalibur is the only Holy-based attack at your disposal for the moment.



STEAL: Normal: Mana Tablet Rare: Mana Tablet (x2) DROP: Normal: Regen Bangle Rare: Regen Bangle

GEORAPELLA

Like the Precepts Guard, Georappella is also weak versus Holy. Therefore, the strategy for defeating the fiend is relatively the same. Use a White Mage to heal, have a

Warrior attack with Excalibur, and use a Black Mage to cast powerful spells at the fiend.

> Georappella's sole means of attack is casting thirdlevel black magic spells at the entire party. However, it can cast spells at an alarming frequency. Use

Chocobo Feathers or a Chocobo Wing to thrust the Gullwings into Haste mode, which gives you more turns to deal with each spell attack. You can also let ■ Songstress cast Jitterbug every round. If your characters are low on MP, the boss has plenty to steal. A Black Mage can restore her MP with the MP Drain skill, and other characters can use Mana Springs for the same purpose.

GIL DROPPED: 1000 PILFER GIL: 1300 STEAL: Normal: Water Gem Rare: Water Gem (x2)
DROP: Normal: NulTide Ring Rare: NulTide Ring



Battle System

3

OBTAINING THE RIBBON

Before leaving the security tower room, there in an additional challenging task to undertake to reach an extremely useful accessory. Now that the security forces in the room have been deactivated, the blue towers have gained new functions. When you touch the control panel of a red tower and then the control panel of a blue tower, one of the lower three platforms in the pit will move. Referring to the labeling on the following map, refer to the steps below to obtain a **Ribbon** accessory.



Once you have this item, you won't mind all the work required in obtain it A Ribbon protects one character from all status ailments!

Steps to Align the Lower Platforms

- Touch the control panel of red tower D, then the control
 panel of blue tower A. The fourth platform from the top
 rotates to a new position.
- 2. At this point, you must fight a Precepts Guard or Georappella.
- Touch the control panel of blue tower B. The fourth platform from the top moves to the opposite side of the pit.
- Touch the control panel of red tower E, then touch the panel of blue tower B. These actions cause the fifth platform from the top to flip to the opposite side of the pit.
- Touch the control panel of red tower F, then touch the panel of blue tower C. This causes the bottom platform in the pit to rotate to a new position.
- At this point, you must fight another Precepts Guard or a Georappella.
- 7. Touch the control panel of blue tower B. The bottom platform in the pit flips to the opposite side. There is now a series of platforms to descend to reach the bottom level of the pit and go through the opening. On the ledge, you will find the chest containing the accessory.





CONFUSING CORRIDORS

Proceed into the corridor and jump to the chest containing an Ether (x4). Proceed to the next obstacle and climb up the column on the right. Grab a Remedy (x4) from the chest at the bottom of the ramp. At the t-shaped intersection, head to the right.



Your party could probably use a little MP retresher, so use these items to regain some



Stepping on the center square causes the lift to appear.

Run to the edge and step on the center of the three squares. This causes the square to drop away and a lift to appear. Ride the lift across the gap and exit to a balcony where a chest holds a **Downtrodder Garment Grid**.

Return to the t-intersection and head down the next corridor. Climb up either column to trigger 2 reaction on both sides of the chasm. Now climb the other column from the inside to make a bridge form across the gap.



Climb up the side of the colorin where the glyph is lit

THE GAOL

At first glance, the giant machine in the next room doesn't exactly look like something that you would want to climb on. However, you can reach some really cool items with a little patience on your part and some teamwork from the Gullwings. Move to where Ormi and Logos are standing, then walk straight backward to find a giant switch on the floor of a lower ledge. Step on the switch to stop the piston. Notice that after the central mechanism stops, the pistons still settle to a certain level. In the future, you don't want to stop the machinery until the pistons have risen or fallen to their levels.



Limavering the secrets of Beveille involves solving many environmental puzzles

Walk off the switch, then step on it again (if needed) to get the gaol mechanism rolling. Stay on the ledge and watch the pistons carefully. Wait until one of the pistons rotates into a position directly beside Logos and Ormi. If the piston falls downward

so that the top of it is just above the level of the floor where the two Syndicate goons are standing, stop the device.



When the piston fails to this position step on the switch to step the device.

Jump from the opening in the circular walk to the piston head, and Yuna will leap to the top of the device. The cinema makes in readily apparent that you cannot climb on the device while it is active. Move toward the side of the machine and descend one of the

curved arms. Jump from the piston head to the ledge on the back wall.



Rikku helps stop and start the gaut mechanism when you press the Square button

At this point, press the Square button to make Rikku activate the machinery. Watch carefully as the pistons rotate, rise, and fall. When the pistons arrange in a position so that the rear piston on the left is high and the rear piston on the right is at Yuna's level, press the Square button again to make Rikku stop the device. With the pistons in the proper alignment, you can hop onto the machine, climb across to the west side of the room, and reach the treasure chest that contains the **Bloodlust** accessory.

Signal Rikku to start up the machinery again, and wait until the pistons are high enough to reach your current level and low enough to reach the lowest level. Cross the machinery again to the bottom level, then through the doorway on the lower east level of the room. A chest on a ledge contains a **Wring** accessory.



This public can be mind bogging and challenging. It's all about liming and practice



Another great accessory is found hidden deep within Bevelle.

LIFTS AND LEDGES



Step on the square beside either lift to board if

The columns at the end of the corridor move aside for the high summoner. At the end of the path are three lifts and two switch pillars. The bluish-colored lift in the center doesn't work yet, so move onto the squares to either side to ride one of the side lifts to the upper level.

Open the chest to score a **Hi-Potion**, then move toward the bottom of the screen to jump off a ledge. Yuna drops back down to the area of the three lifts. With one lift gone, the middle lift now transports Yuna to a hidden ledge. Climb onto the square platform and move to the center. Activating this glyph causes two platforms to rise in the chamber near the Save Sphere. You've just taken the first step toward getting your next dressphere!



Activate the glyphs on these hidden platforms to obtain a dressphere

Return to the platform where the two lifts are docked, and ride the side lift to the upper level. Move directly across the upper level to the lift docked on the other side, and ride it down to the level below. Now ride the middle lift to another square platform. Climb onto the second square and activate the glyph to raise the remaining two platforms in the other chamber.



Its two glyphs on the upper level activate the final lift.

At this point, you're ready to proceed. Return to the upper level and climb onto the raised square platform closest to the screen. A block falls away, unlocking the lift that floats over space. Climb on top of the raised square block nearest the lift, and a short bridge extends over space. Ride the lift to the next level.

Jump across the platforms you raised to the chest suspended over space,

which contains the Dark Knight Dressphere. Save your game before proceeding, because the path leads to two consecutive boss fights!



With one lift gone, the brue lift takes Yuna to a hidden platform



Grab the dressphere from the chest before moving on

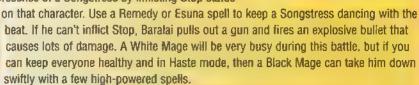
Sattle System



BARALAI

Baralai is one fast customer who attacks one or all party members in quick succession with his long, dual-edged weapon. Although he is susceptible to Poison and Darkness, there seems to be only a very slim chance that he will succumb to the toxin and he continues to hit with extreme accuracy even when blinded.

> Focus on raising the speed of the party with Chocobo Wings or the Jitterbug dance of a Songstress. Be warned, however, that Baralai tends to react to the presence of a Songstress by inflicting Stop status





STEAL: Normal: Charm Bangle Rare: Charm Bangle DROP: Normal: Pearl Necklade Rare: Pearl Necklade

BAHAMUT

One character must be a White Mage throughout this battle for the group to recover with efficiency from Impulse and the other powerful attacks of Yuna's former aeon. Hit Bahamut with your strongest Black Mage spells and attacks, and cure Curse status with Holy Waters or Esuna. Once a countdown appears on-screen, you have only five turns to heal your characters to full health and prepare for Bahamut to fire Mega Flare.

> If you cannot defeat Bahamut before it fires Mega Flare, use a Mega Phoenix just as the aeon gets ready to attack. If you issue the command with the proper timing, the item

will be used even if your entire party perishes.

However, don't rely on this trick and instead cast Haste on your entire party with a Chocobo Wing or a Songstress's Jitterbug dance. Act quickly to try and eliminate Bahamut with your strongest spells and attacks before the insanely powerful creature gets to use its most devastating attack.





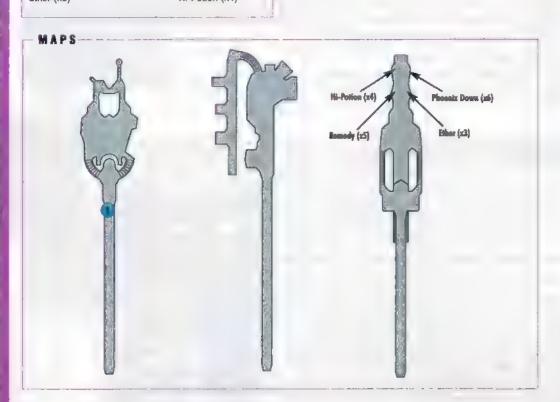
GIL DROPPED: 1000 PILFER GIL: 2200

STEAL: Normal: Mute Shock Rare: Mute Shock DROP: Normal: Gris-Gris Bag Rare: Gris-Gris Bag



ITEM CHECKLIST-

Phoenix Down (x6) Ether (x3) Remedy (x5) Hi-Potion (x4)



THE SCOURGE OF FIENDS

When fiends suddenly manifest in all the old temples, the girls decide to give up sphere hunting for a while to focus instead on protecting the citizens of Spira. Hotspots appear on the navigation map at Besaid Island and Kilika. If you gave the stolen sphere to the Youth League at the start of Chapter 2, Mushroom Rock Road will also be a Hotspot. However, if you sided with New Yevon.

then there is extra business to take care of at Bevelle. When both the Kilika and Besaid missions are complete, the last mission of Chapter 3, at Djose Temple, becomes a Hotspot. Accumulate a few extra fractions of a percentage point by visiting Djose before it becomes a Hotspot.



Be sure to visit every other lecation in Spira to gather minor completion points before heading to Kilika. Besaid, and then to Diose thereafter.

Chapter 3 is the turning point of the game, as the fiends in every area become much more difficult. Many monsters now inflict instant KO or multiple status ailments. Make sure your characters are equipped with the best gear possible before proceeding. The shops sell better items, and you can even purchase Hi-Potions at most locations. If O'aka is onboard the ship and his debt is paid, he will leave and head for the Travel Agency at Lake Macalania.

WATCHER ALERT!

In many random battles, starting in Chapter 3, small enemies called Watchers appear alongside other fiends and foes. Watchers can cast magic attacks, but their function serves a far more sinister pur-



Characters

Battle System

pose. Throughout Chapters 3 and 4, Watchers will record your actions and report them to a particular boss encountered later in the game. Any action you take or any ability used in the presence of a Watcher may get locked out during this crucial and difficult battle. For this reason, it's important to eliminate Watchers before all other opponents, using only regular physical attacks.

THE BULLSTORE (CHAPTER 8)	
ITEM	COST
Potion	gi 50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000





Lunar Curtain (x3)
Reptile Coin (x5)

Bird Coin (x5)
Wasp Coin (x5)

Ahriman Coin (x5)
Lady Luck Dressphere

THE SPHERE BREAK CHALLENGE

Upon entering Luca, the Gullwings enter the Sphere Break tournament. You must defeat three players to qualify. If you are defeated three times, you are disqualified.

Save your game before challenging any players, and also save each time you defeat an opponent. If you fail to defeat the Sphere Break champion, you can still acquire the dressphere later in Chapter 5. The champion's core sphere is so tricky that it will probably take a couple of attempts to beat him.



The wasiest players to deteat include a guy in green and brown walking randomly around the square.



an old person sitting on the bridge between the square and the stadium...



...and an intimidating warran in tille standing just inside the Blitzball dome

TAKING DOWN THE CHAMP

Upon winning your third match against any of the challengers positioned around Luca, you proceed directly to the championship round. The champ's core sphere has an extremely high quota of 50 coins, with only 45 seconds per round. The key to defeating the champ is to rack up a high "Echo Bonus." Complete a core using two or three coins, then continue to make core breaks using the same number of coins used in the previous turn to achieve an "Echo Bonus." This way, the number of coins in subsequent rounds is multiplied by 2, 3, 4, 5, 6, etc. For example, even if you core break with only 3 coins but you achieve an Echo Bonus for five consecutive turns,

your total is multiplied to count as 6, 9, 12, and then 15 coins. After five rounds of 3 core breaks, you've already fulfilled the quota! The champ's core has a strong tendency to throw a 1, which means that any coin you pick during that turn will core break and end your Echo Bonus streak. If this occurs during the 14th or 15th round, start breaking the core with as many coins as possible.



Deleat the champ to tecerm the Lady

Luck dressphere



By using coins with the "Item" or "Rare" traits, you can occasionally gain an item from the person you are playing. In Shinra's case, you may win the **Treasure Hunt Garment Grid** (with some luck), which allows the user to perform the Mug ability during combat. With this Garment Grid equipped, any character can steal normal or rare items without equipping the Thief dressphere!









Steal: Hi-Potion

Drop: Hi-Potion

NATCHER-R

Steal: Potion

Drop: Potion

HP: 620 | AP: 1 | GII: 0





HP: 3270 + AP: 1 + Gil: 330

QUEEN COEURL

WATCHER-S

Steal: Potion

Drop: Potion

Steal: Phoenix Down

Drop: Phoenix Down x2

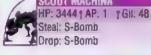
HP: 620 | AP: 1 | Gil: 0

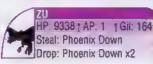


MACHINA RANGER

HP: 2490 | AP: 1 | Gil: 22 Steal: S-Bornb Drop: Darkness Grenade





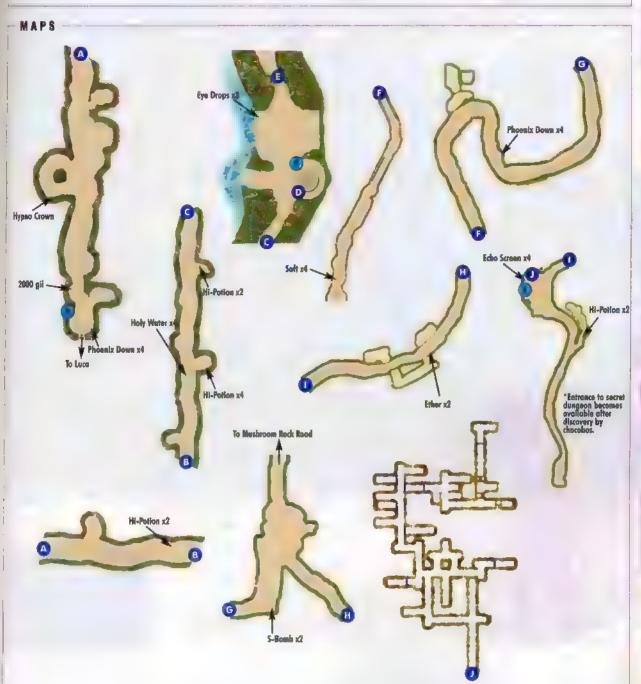


Holy Water (x4) Hi-Potion (x4) Hypno Crown Hi-Potion (x2) Eye Drops (x3) Hi-Potion (x2)

Soft (x4) Phoenix Down (x4) Ether (x2)

10000 gil 🕕 S-Bomb (x2)

Undying Storm Garment Grid 10 Echo Screen (x4) Hi-Potion (x2)



Battle System

Charasters



Although the Mi'ihen Highroad in not affected by the fiend invasion occurring all across Spira, the machina that usually protect travelers on the road have suddenly and inexplicably gone out of control. The Gullwings must run the full length of the highroad and descend into the gorge, defeating sets of rampant machina that are attacking the pedestrians. Sets of machina encountered in random battles do not count; only those destroyed in battles triggered by running toward pedestrians in trouble count toward the quota.



The Agency is thankful even if you do nothing.

However, there is also a team of skilled Al Bhed that is dismantling the rampaging machina. It is not required that you destroy more machina than the Al Bhed; in fact, you don't have to lift a finger, but in doing so you will miss out on a key item. Even if you do not destroy a single machina during this mission, a 10,000 gil reward and the



Mactima such as this require that you leap to high ledges to rescue the civilians

Undying Storm Garment Grid is turned over to the Gullwings regardless. But if you're feeling competitive, you can outlight the Al Bhed by not collecting any items along the route. Complete the mission, then return to Mi'ihen a second time and travel the highroad once again to collect items.

STABILING CHAPTER 8	
ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Titanium Bangle	3000
Gold Bracer	4000
Muscle Belt	4000
Girclet	4000



ITEM CHECKLIST-

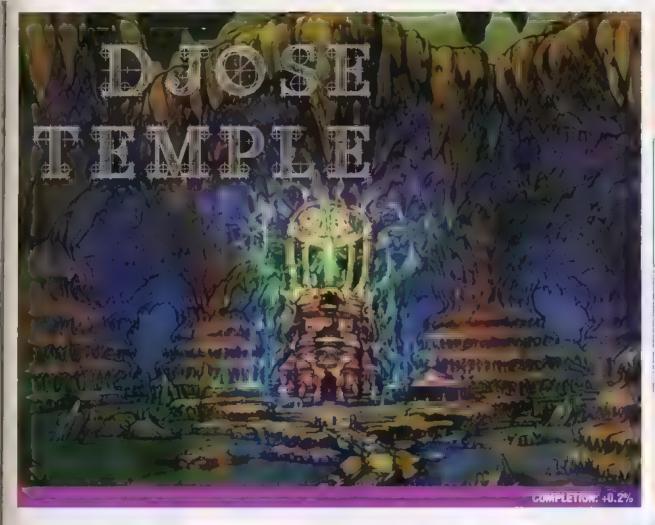
2000 gil

YOUTH LEAGUE FORTIFICATIONS

The Youth League has blocked the route through Mushroom Rock Road with hovers to hold off the fiends ravaging Spira. This area will be off-limits throughout Chapter 3. Check in with Yaibal, then continue your conversation with Lucil to gain a few fractions of a completion point.



Eucil wants to challeven it you have?"
supported the Youth League in your
previous actions



HP: 133 | AP: 1 | Gil: 16 Steal: Hi-Potion Drop: Antidote

ARCHAEOTHYRIS HP: 1332 † AP: 1 | Gil: 110 Steal: Eye Drops x2 Drop: Eye Drops x2

ASSASSIN BEE HP: 233 | AP: 1 | Gii: 48 Steal: Antidote Drop: Antidote

HP: 3890 ; AP: 0 ; Gil: 0 Steal: None Drop: None LEAGUE MAGE LEAGUE RAIDER

GOLD ELEMENTAL GREATER DRAKE HP: 99 | AP: 1 | Gil: 25 HP: 1819 + AP: 1 + Gil: 140 Steal: Electro Marble Steal: Fire Gem Drop: Electro Marble 🖳 Drop: Fire Gem

HP: 1020 (AP: 1) Gil: 130 Steal: Ether Drop: Hi-Potion

Steal: Phoenix Down Drop: Hi-Potion

CHOCOBO

LEAGUE RANGER HP: 230 | AP: 1 | GII: 80 Steal: Phoenix Down Drop: Potion

LEAGUE TROOPER HP: 244 | AP: 1 | Git: 60 Steal: Grenade Drop: Grenade

LEAGUE WARRIOR HP: 422 | AP: 1 | Gil: 120 Steal: Hi-Potion Drop: Hi-Potion

HP:12850 ; AP: 1 ; Gil: 530 Steal: Phoenix Down x2 Drop: Phoenix Down x2

HP: 882 | AP: 1 | Gil: 78 Steal: Hi-Potion Drop: Hi-Potion

WATCHER-A HP: 624 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

WATCHER-R HP: 620 ; AP: 1 ; Gil: 0 Steal: Potion Drop: Potion

WATCHER-S HP: 620 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

ITEM CHECKLIST

Hi-Potion (x3)

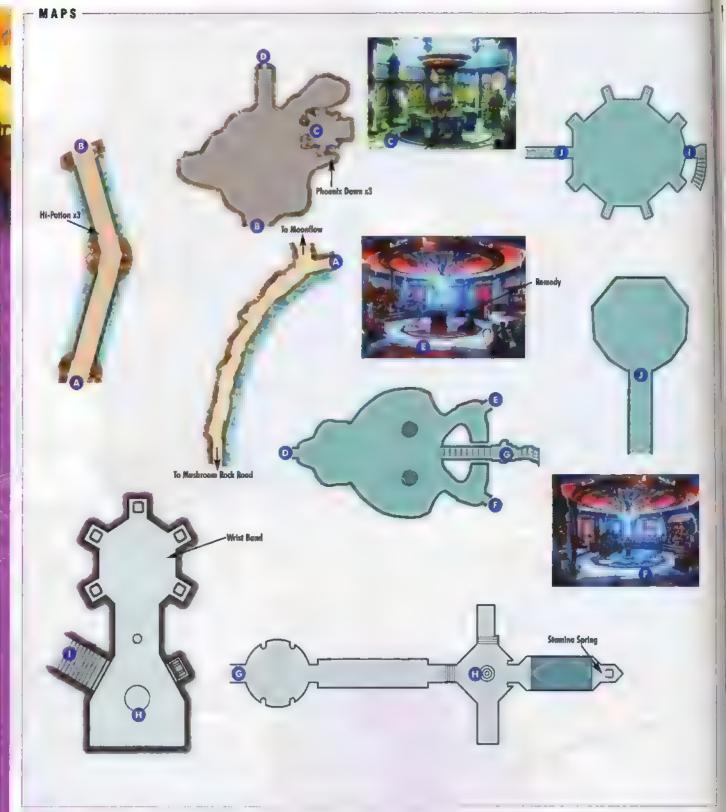
Phoenix Down (x3)

*Al Bhed Primer ()

Wrist Band Remedy

*Only if you haven't mastered Al Bhed.

Baltie System



CHECKING UP ON THE MACHINE FACTION

If you proceed up the Djose Highroad from Mushroom Rock Road, go ahead and pay the Al Bhed near the entrance to drive the Gullwings up the path on a hover. A fiend called Rukh attacks pedestrians with some frequency along the highroad. Unless all of your characters are protected against Petrification, this monster could easily slay your entire



Rukhs will take advantage of unprotected characters by inflicting Petritication

party and end your game. In addition, if you sided against the Youh League, then a variety of their soldiers will attack throughout this region.

At the temple, speak to Gippal standing just outside the building to obtain an Al Bhed Primer and a few fractions of a completion point. While the Machine Faction leader is confident and in control for now, the situation here will deteriorate near the end of Chapter 3.



Stop by the Machine Faction HQ at Diose Temple to hear Gippal hoast confidently.



HP: 133 | AP: 1 | Gil: 16 Steal: HI-Potion Drop: Antidote

HP: 562 † AP: 1 † GH: 33

HP: 420 † AP: 1 † Gil: 120

HP: 620 + AP: 1 + GII: 0

Steal: Lunar Curtain

Drop: Light Curtain

PROTOCHIMERA

Steal: Potion

Drop: Potion

VATCHER-S

Steal: Potion Drop: Potlon

BARBUTA

HP: 1332 | AP: 1 | Gil: 110 Steal: Eye Drops x2 Drop: Eye Drops x2 BLACKGUARD

ARCHAEOTHYRIS

HP: 760 # AP: 1 # Gil: 42 Steal: Phoenix Down Drop: Potion

SHELL SHOCKER HP: 4700 F AP: 1 F Gif: 780 Steal: Iron Bangle Drop: Black Ring

HP: 3688 ; AP: 1 ; Gil: 230 Steal: Hi-Potion x2 Drop: Fire Gem

BALIVARHA

СНОСОВО Steal: None

HP: 368 | AP: 0 | Gil: 0 Drop: None

WATCHER-A HP: 624 | AP: 1 | Gil: 0 Steal: Potion

Drop: Potion

FLAN BLANCO HP: 625 | AP: 1 | Gil: 72 Steal: Arctic Wind

Drop: Potion

HP: 132 | AP: 1 | Gil: 30

Steal: Budget Grenade

Drop: Arctic Wind NATCHER-R

HP: 620 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

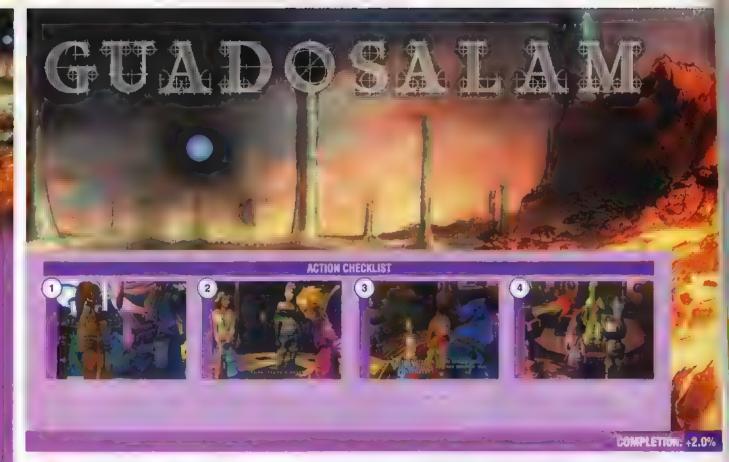
CAN'T KEEP A TUNE Speak to Tobli near the bandwagon to get a few fractions of a completion point. Even with the musicians from Macalania Woods, the show isn't going well. However, there's nothing that can be done at this point.



Tobbis show is currently a tremb and debt collectors are looking for him in Guadosalam.

feanti .ue

Sattle System



ARCHAEOTHYRIS HP: 1332 | AP: 1 | Gii: 110

Steal: Eye Drops x2 Drop: Eye Drops x2

HP: 1342 · AP: 1 / Gil: 110 Steal: Hi-Potion Drop: Hi-Potion

BLUE ELEMENTAL HP: 363 | Ar . . Steal: Dragon Scale Drop: Dragon Scale HP: 363 | AP: 1 | Gil: 180 DUEEN COEURL

HP: 3270 ; AP: 1 | Gil: 330

Steal: Phoenix Down Drop: Phoenix Down x2

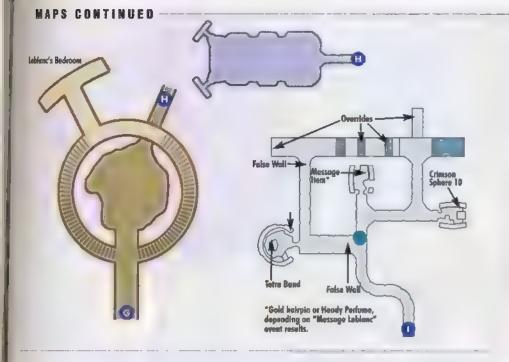
ITEM CHECKLIST-

Logos's Sphere (1)

Ormi's Sphere ()

Tetra Band Crimson Sphere 4





Speak to Logos and Ormi in the living room on the first floor, then head upstairs and try to talk to Leblanc. Confer with her henchmen again downstairs, and agree to meet in Logos's room. Head into the secret passage, which is still inhabited by fiends. Return to the room with Logos's guns decorating the wall above the bed to have him join you there. After viewing Logos's Sphere and Ormi's Sphere, move to the nightstand to the right side of the bed and examine the Gaol Sphere. Maechen then appears in the room. After the scene, speak to Maechen again to explore Spira's history further.



Pick up the Gaol Sphere on the bookshell.

FURTHER CHATEAU PLUNDERS

Before leaving the secret corridor, enter the room with the circular door where you fought the Syndicate trio during Chapter 2. The chest in the back of the room contains a Tetra Band. Against the top wall is a crate that Yuna can climb onto. From there, climb up to a partially hidden ledge that runs around the outside of the room. Follow this semi-circle to a chest containing Crimson Sphere 4. Return to the Celsius and view Crimson Record 4 from Shinra's list of Treasure Spheres.

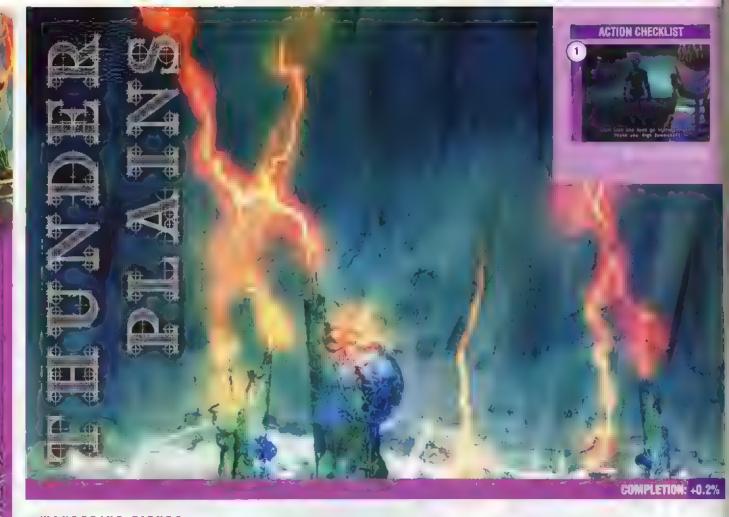


Climb up the crate against the side of the room then climb up and explore the ledge above M ling a hidden treasure sphere

GUADOSALAM SHOP (CHAPTER 3 ONLY)		
ITEM	COST	
Potion	50	
Antidote	50	
Eye Drops	550	
Echo Screen	50	
Soft	1 50	
Holy Water	300	
Gris-Gris Bag	4000	
Favorite Outfit	4000	
Regen Bangle	3000	
Wall Ring	10000	
Dream Shock	15000	
Venom Shock	15000	



Characte



HP: 734 ; AP: 1 ; Gil: 70

Steal: Hi-Potion Drop: Hi-Potion

BOLT DRAKE

HP: 623 † AP: 1 † Gil: 130 Steal: Lightning Marble

Drop: Hi-Potion

MALBORO HP: 5877 | AP: 1 | Gil: 370 Steal: HI-Potion

Drop: Remedy (x2)

HP: 788 : AP: 1 : Gif: 74

Steal: Lunar Curtain Drop: Light Curtain

CHOCOBO HP: 360 ; AP: 0 ; Gif: 0 Steal: None

Drop: None

WATCHER-A HP: 624 † AP: 1 | Gil: 0

Steal: Potion Drop: Potion

ASSASSIN BEE

Steal: Antidote Drop: Antidote

Steal: Lunar Curtain x2

HP: 2044 r AP: 1 ; Gil: 153 Drop: Light Curtain x2

WATCHER-R HP: 620 | AP: 1 | Gif: 0 Steat: Potion Drop: Potion

BARBUTA HP: 562 † AP: 1 † Gil: 33 Steal: Lunar Curtain

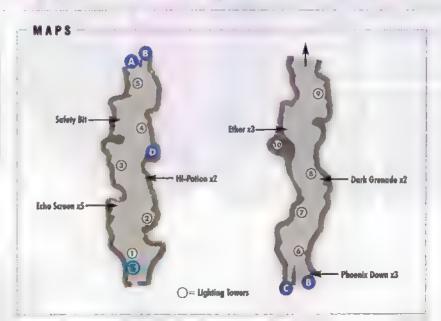
Drop: Light Curtain

GUCUMATZ HP: 3720 AP: 1 Gil: 173 Steal: Soft (x2) Drop: Soft (x2)

WATCHER-S HP: 620 | AP: 1 | Gir: 0 Steal: Potion Drop: Potion

FITEM CHECKLIST

Echo Screen (x5) Hi-Potion (x2) Safety Bit Phoenix Down (x3) Dark Grenade (x2) Ether (x3)



RELUCTANT ACQUIESCENCE

If during your visit to Zanarkand you expressed displeasure to Cid in the underground chamber of the fayth, you can find him on the Thunder Plains. Speak to him again if you desire.



If Oid is doing his throwing on the Thunder Plains, he's ready to apologize

Dallie System

HOW DO LIAN AND AYDE REPAIR THE ELDER'S HORN?

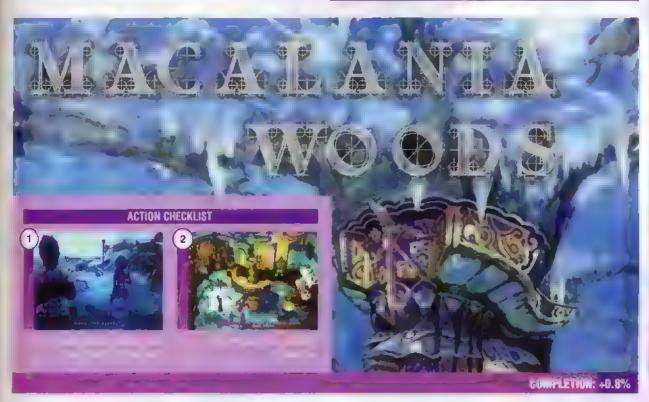
In the second section of the Thunder Plains, move under the old lightning shelter to find the two Ronso children, Lian and Ayde. The youths now want advice on where they might find a way to fix

Kimahri's broken horn. The choices are Djose Temple, the Moonflow, and Kilika Island. The location you suggest does not affect your game much, except that the two young Ronso will appear in the location of your choice during Chapter 4.



The Honse yourgeters need advice on where to find cines to repairing a lost horn.

THUNDER PLAINS TRAVEL AGENCY.		
ITEM	COST	
Potion	50	
Hi-Potion	500	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Lightning Gleam	3000	
Yellow Ring	3000	
NulShock Ring	8000	



WANDERING FIENDS

AMORPHOUS GEL HP: 973 | AP: 1 | Gil: 380

Steal: White Ring Drop: Blue Ring



HP: 562 | AP: 1 | Gil: 33

Steal: Lunar Curtain Drop: Light Curtain



BLUE ELEMENTAL

HP: 363 | AP: 1 | GIE: 180 Steal: Dragon Scale

Drop: Dragon Scale

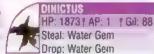
Drop: Arctic Wind



CHOCOBO

HP: 360 † AP: 0 † Gil: 0 Steal: None Drop: None





FLAN BLANCO HP: 625 | AP: 1 | Gil: 72 Steal: Arctic Wind

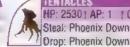


GOLD ELEMENTA HP: 99 | † AP: 1 | † Gil: 25 Steal: Electro Marble

Drop: Electro Marble



RHY08 HP: 4360 r AP: 1 | t Git: 310 Steal: Lightning Gem Drop: Lightning Gem



TENTACLES HP: 25301 AP: 1 1 Gil: 95 Steal: Phoenix Down

HP: 688 | AP: 1 | 1 Gil: 36 Steal: Antidote x2 Drop: Antidote

VATCHER-A HP: 624 1 AP: 1 1 Gil: 0 Steal: Potion

Drop: Potion



ATCHER-R HP: 620 † AP: 1 † Gil: 0





NATCHER-S HP: 620 (AP: 1 (Git; 0

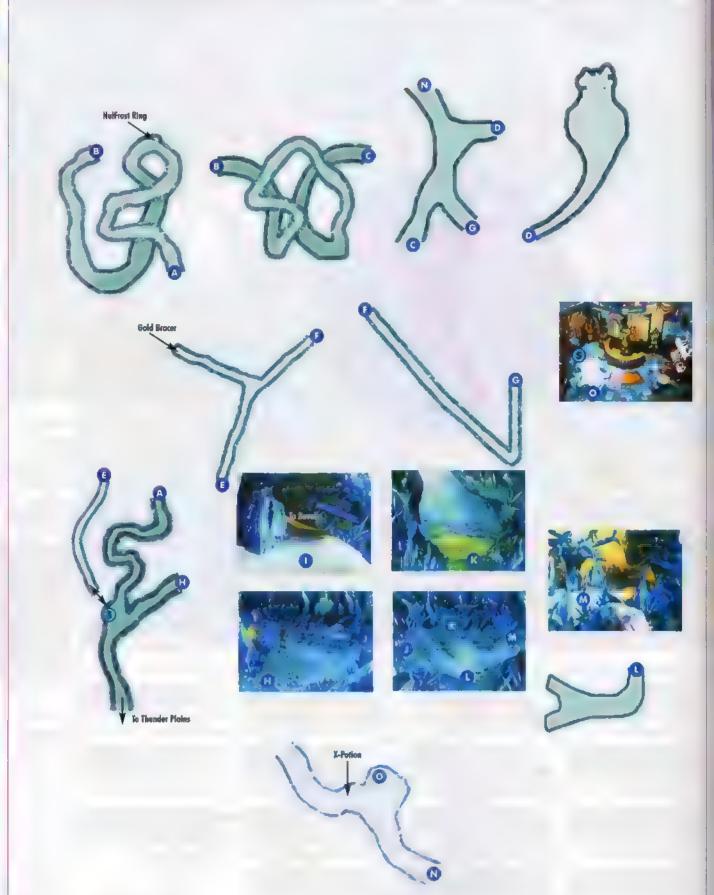
Steal: Potion Drop: Potion

Pride of the Sword Garment Grid
Berserker Dressphere

*Al Bhed Primer (1)
X-Potion

*Only if you haven't mastered M Bhed.

MAPS



MACALANIA WOODS

ICE LAKE RESCUE

Make sure you've paid off O'aka's debt before taking on this mission. Head to Lake Macalania via the shimmering path shortcut. The Travel Agency has been overrun by fiends. The goal is to defeat six sets of fiends without a break in between. When fighting groups with Rhyos enemies, give it all you've got. While fighting lesser foes like Barbuta and Flan Blancos, remember to heal with spells or items before finishing the battle. This approach should keep your characters healthy throughout this series of battles.



In spite of the Gullwings' elforts, it's too late for the Al Bhed shopkeeper. Still, he's very grateful for their attempt.



Between each battle, choose light or flight

once again. His shop will sell some of the best accessories in all of Spira, but not until Chapter 5! For the remainder of Chapter 3, this shop remains closed. If, however, you have not paid off O'aka's debt or found him digging in Bikanel Desert, the Travel Agency at Macalania will reopen during Chapter 5 under Al Bhed management with only a normal list of items and accessories.



Unincotnes

And System

GREAT GRID!

The **Pride of the Sword Garment Grid**, awarded for defeating the fiends outside the Travel Agency, is a fantastic addition to any character who has mastered, or nearly mastered, the Warrior dressphere. With the Pride of the Sword equipped, a character can perform all the Warrior's Swordplay abilities they've learned, no matter what dressphere is currently equipped.

After defeating all six sets, the Al Bhed inside the agency gives up the

Berserker Dressphere and an Al Bhed Primer. If O'aka's debt is paid,

he enters the agency, laments, and vows to set up his own shop here



ACULEATE HP: 776 + AP: 1 + Gil: 72 Steal: Echo Screen (x2)

CANIS MAJOR

Steal: Hi-Potion

Drop: Hi-Potion

Steal: Soft (x2)

Drop: Soft (x2)

OP FRY

GUCUMATZ

Drop: Echo Screen (x2)

HP: 943 + AP: 1 + Gil: 67

Orop: Ribbon CHOCOBO

HP: 552 AP: 1 Gil: 44

HP:12722 + AP: 1 + Git: 340

Steal: Phoenix Down

Drop: Phoenix Down

Steal: Phoenix Down

Drop: Mythril Bangle

IND WORK

NGRA MAINYU HP:333444 AP:30 Gil:5000

Steal: Megalixir

Steal: None Drop: None

HP: 3890 ; AP: 0 | Gil: 0

HP: 2290 : AP: 1 . Gil: 180 Steal: Hi-Petion Drop: None

Steal: Hi-Potion

Drop: Hi-Petion

KILLER HOUND HP: 202 | AP: 1 | Gil. 18 Steal: Potion Drop: Potion

HP: 1897 : AP: 1 | Gil: 55

ATCHER-A

HP: 624 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

BOLT DRAKE

HP: 623 | AP: 1 | Gil: 130 Steal: Lightning Marble Drop: Hi-Potion

GUARD MACHINA HP: 2460 : AP: 1 : Gil: 40 Steal: Budget Grenade Drop: Budget Grenade

RACHINA HUNTER HP: 1780 ; AP: 1 ; Gil: III Steal: Budget Grenade Drop: Budget Grenade

VATCHER-R HP: 620 + AP: 1 + Gil: 0 Steal: Potion Drop: Potlon

IATCHER-S

HP: 620 + AP: 1 7 Gil: 0

HP: 3720 AP: 1 Gil: 173

HP: 4293 r AP: 1 . Gil: 100

Steal: Sleep Grenade

Drop: Sleep Grenade

Steal: Potion Drop: Potion

HP: 9338 AP 1 | Gil: 164 Steal: Phoenix Down Drop: Phoenix Down (x2)

EMISSARIES TO THE CACTUARS

Nhadala has another special assignment for the Gullwings. Marnela of the Cactuar Nation has summoned a diplomatic party and translator. Your job is to escort the translator, Benzo, to the Cactuar Nation and speak = the cacti growing there. When asked if you believe Marnela's story, you must agree that it "makes perfect sense" or things will not progress.

Afterward, you learn that a great menace is about to resurface in the desert. The cacti need you to search Spira and find 10 Cactuars who serve as the gatekeepers that can summon the Great Haboob.



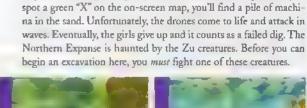
Mamela the cactus requires some reassurance that you're going to take her setiously.

To start the search, look at the on-screen map. Marnela's position is marked with a pink "X." Speak with her again if you need further instruction. The cactus a short distance away is marked with a green square, so speak to it to learn clues that will help you find the

Party label and label and the second of the

Cactuar Mothers awaken to provide clues to the 10 gatekeepers' whereabouts. More details are covered in Chapter 5, when you can find all 10 Cactuar critters.

first of the 10 gatekeepers. Once you find the gatekeeper and bring it back to its mother, another cactus in the area will awaken and begin to divulge clues as to another gatekeeper's whereabouts. During Chapter 3, you can only find the first six Cactuars. Subsequently, the remaining Cactuar's locations and full information for completing this mission can be found in the Chapter 5 portion of the walk-through.



New digging areas include the Eastern Expanse and the Northern

Expanse. A strange thing may occur in the Eastern Expanse. If you



Powerful via enemies protect the Northern Expanse from greedy diggers



A caravari of strange characters can be found at the Oasis setting cool accessories.

Baltie System

BIKAHEL DESERT MERCHANT (STARTING CHAPTER 1)		
ITEM	COST	
Potion	50	
Hi-Potion	500	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	
Fiery Gleam	3000	
Red Ring	3000	
NulBlaze Ring	8000	

PIKANEL BESERT GASIS GARAVAN	
ITEM	COST
Black Choker	4000
Potpourri	4000
Gris-Gris Bag	4000
Pearl Necklace	4000
Pretty Orb	4000
Dragonfly Orb	4000
Chaos Shock	15000
Fury Sheck	15000
Lag Shock	15000
System Shack	15000







TIME TO RAISE CHOCOBOS!

When entering the Calm Lands via the airship, there's a possibility of two entry points. This entry point depends on if you completed the side quest to establish Clasko at the Chocobo Ranch. If you head to the Chocobo Ranch and Clasko isn't in the first room on the right, use the small Chocobo toy to call him back. If you ask him, Clasko will fill the party up on Gysahl, Pahsana, and Mimett greens. If you have caught any chocobos, you can raise some of them (in level) by feeding them various greens depending on what level chocobo you are trying to raise. You can also dispatch chocobos to find items for your party.



more fun place to play during Chapter 3

	100	が	
750	1		4

CALM LANDS TRAVEL AGENC YSTARTING ORAPTER LI COST ITEM Potion 50 500 Hi-Potion Phoenix Down 100 Antidote 50 Eye Drops 50 50 Echo Screen 50 Holy Water 300 Titanium Bangle 3000 Gold Bracer 4000 Power Wrist 6000 Tarot Card 6000

TOURIST TRAP

The other mission in this area is far more serious and tricky. Fiends are pouring out of the cave at the bottom of the gorge in the Calm Lands. There are 15 tourists trapped inside the cave. By accepting this mission, you must try and find all 15 tourists from their hiding spots and lead them the cave entrance. However, in spite of the danger they face, the tourists all have pet peeves about group size and being in certain places in line! If your group gets too big before speaking to certain individuals, they will refuse to join the group. You can either lead the individuals out one at a time, or you can take them all out of the cave simultaneously by rescuing them in the order shown here.



1. Proceed through the tunnel into the next large chamber. Rescue the person wearing brown who's on the cave floor.



2. Continue north and rescue the woman in blue recuperating in the small alcove. From here, head down the lunnel to the left



3. Take the next left, topon the curving tunnel to the next intersection. and take another left. Search the seemingly empty chamber to find a person hiding around the corner.



4 Head back lowers the starting point. At the previous intersection, continue east into a small alcove and rescue the person standing there



5 Lead the group back toward the entrance of the cave. In the curving corrider just before the cave entrance, go down the passage on the right and rescue the person who is running transically in circles.



6. Follow the tunnel north back to the second large cave, where a man in white pants is attempting to catch his breath Rescue him and continue north in the cave.



7. At the high intersection to the north, head left. At the next intersection, continue north to find two people crouched near a chest contaming a Blue Ring This couple must be rescued together



8. Proposa to the northernmost chamber and rescue the two children hiding at the top. Lead this massive group back loward the entrance



9 In the small cave to the east of the first 4-way intersection from the entrance, locate a person and two children near a chest containing a White Ring Lead all of these survivors out W the exit and to safety













If you can't figure out how to reach the two remaining victims inside the cave, speak to the gentleman standing outside to receive another Energy Core.



While standing on the northernmost telepart pad, turn Yuna so she faces left or right to change the destination of the device

Exit the cave and speak to the man dressed in green and khaki just to the right of the cave entrance. He hands over the seventh Energy Core. When you return inside the cave, use the first teleport pad to reach the last cave. Press the D-pad to the right to change the direction of the pad so that Yuna can teleport to a side chamber.

Inside the square cave, a chest contains a Lightning Gleam. The person here prefers to be led out of the cave alone. At the entrance, he hands over the final Energy Core. Teleport back to the last chamber of the cave and press the D-pad to the left to enter the

receive another Energy Core.

The cave and press the D-pad to the last chamber of the cave and press the D-pad to the left to enter the final secret chamber. Plunder the chest for a Wall Ring, then lead the final tourist out of the cave. The mission isn't over until you investigate the source of the fiend uprising, however. Teleport back through the cave to the last chamber and



The Resard Key is an item that unlocks a mysterious side quest on Yuna's home island



The fast two victims must be led out one at a time

YOJIMBO

teleport from there to the Chamber of the Fayth.

Yojimbo uses attacks that inflict Poison, so equip the entire party prior to this fight with accessories that protect against poisoning, such as Star Pendants and Glass Buckles. Since

Yojimbo has several attacks that drain the characters' MP completely, you cannot rely on magic casting to overcome this awesome foe. Instead, outfit one character in a strong attacker dressphere, such as Gunner,

Warrior or Dark Knight. Make another character an Alchemist with a plentiful supply of Potions and Hi-Potions to mix. Equip the Alchemist with a Haste Bangle, if possible. You may want another character to be a Thief, just so you can steal items and pilter gil

character to be a Thief, just so you can steal items and pilfer gil at the outset of the fight. After stealing from Yojimbo, change the Thief into a Gunner, Dark Knight, or Alchemist.

GIL DROPPED: 1500 PILFER GIL: 2000 STEAL: Normal: Power Wrist Rare: Power Wrist DROP: Normal: Recovery Bracer Rare: Recovery Bracer

At this stage of the game, the best way to quickly take down Yojimbo's
HP is to perform the same actions every round. Have a Gunner attack with
Trigger Happy and let a Dark Knight sacrifice HP to perform Darkness. These two attacks alone
should take down well over 1000 HP each. Let the Alchemist attack or heal the group with items as
needed.

Watch Yojimbo carefully throughout the fight. When Yojimbo raises a finger in front of his face, impreparing to perform his "Zanmato" attack. This is a devastating attack that reduces the entire party to 1 HP and 1 MP! If you see the monster hold one finger in front of its face, do not command the



Alchemist to perform any action until after Zanmato is executed. If your Alchemist is equipped with a Haste Bangle, she will automatically have Haste on herself following the attack. Quickly use the Mix command to combine a Potion and a Hi-Potion to achieve the same effect as a Mega-Potion. If Yojimbo's dog, Daigoro, manages to attack and kill one or more party members, use a Mega-Phoenix or command the Alchemist to concoct one by mixing III Phoenix Down and a Hi-Potion. Repeat this strategy to stay ahead of the battle each time Yojimbo performs Zanmato. If possible, use a Chocobo Wing to cast Haste on the entire party to increase your chances of winning this fight.



A **Star Bracer** is contained in the chest inside Yojimbo's chamber in the cave. This item generates a constant Reflect effect, and is very useful against all magic attacks. Return to the Chamber of the Fayth and collect it before the end of Chapter 3.





ITEM CHECKLIST

Blood of the Beast Garment Grid (

If you gave the stolen sphere to New Yevon
the start of Chapter 2, then Bevelle becomes a Hotspot at the start of Chapter 3. However, the Gullwings can only watch as the members of the organization clash with each other outside the temple doors.



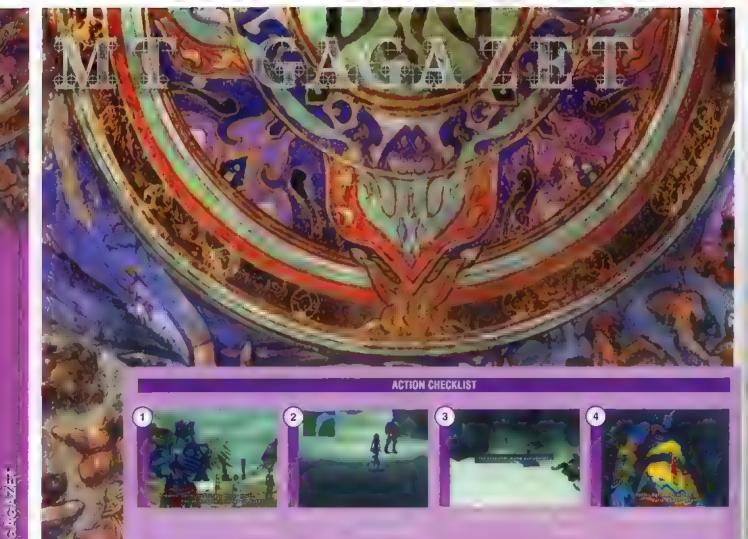
Pacce and the Kinderguardians have a present for Yuna, located in the secret chamber at the bottom of Bevette

Having viewed the turmoil rising in Bevelle, the Gullwings automatically return to the Celsius. Return to Bevelle and proceed through the stages. (You can claim all the items and fight the fiends listed in the second Bevelle section in the Chapter 3 portion of this walkthrough. Please refer to the checklists in that section for more details.) When you reach the room where the party fought Bahamut, the Gullwings encounter Pacce and the Kinderguardians. Whether or not you agree with Pacce



Dans you hate it when society arombles just because your leaders go on vacation?

that he should warn the Youth League, he hands over the Blood of the Beast Garment Grid. This is the only manner by which only in obtain this Garment Grid, so those who chose to side with the Youth League at the beginning of Chapter 2 will just have to play the game differently next time around!



ADAMANTOISE HP: 7850 † AP: 1 | † Gil: 650 Steal: X-Potion

Drog; Hi-Potion (x4)

BOLT DRAKE

HP: 623 | AP: 1 | Gil: 130 Steal: Lightning Marble

Drop: Hi-Potion

GRIM GAZE HP: 1720 | AP: 1 | | Gil: 130

Steal: Phoenix Down Drop: Phoenix Down

QUEEN COEURL HP: 3270 | AP: 1 | Gil: 330

Steal: Phoenix Down Drop; Phoenix Down (x2)

NATCHER-A HP: 624 † AP: 1 † Gil: 0 Steal: Potion

Drop: Potion

HP: 4060 † AP: 2 † Gil: 20 Steal: Mythril Bangle Drop: Remedy

BALIVARHA

HP: 3688 ; AP: 1 ; Gil: 230 Steal: Hi-Potion (x2)

Drop: Fire Gem

BORIS HP: 480 * AP: 1 * GH: 300 Steal: Remedy

Drop: Star Pendant

LEUCOPHYLLA HP: 2234 | AP: 1 | Gil: 86 Steal: Hi-Polion

Drop: Remedy

HP:12850 * AP: 1 1 Git: 530

Steal: Phoenix Down (x2) Drop: Phoenix Down (x2)

HP: 620 | AP: 1 | Gil: 0 = Steal: Potion

HP: 6880 † AP: 3 † Gil: 90

Steal: fcy Gleam

Drop: Shining Bracer

Drop: Potion

RHYOS HP: 4360 * AP: 1 * Gil: 310 Steal: Lightning Gem Drop: Lightning Gem

VATCHER-S

BASCINET HP: 13421 AP: 1 1 Gil: 110

HP: 2044 ; AP: 1] Gil: 153

Steal: Lunar Curtain (x2) Drop: Light Curtain (x2)

HP: 1262 ; AP: 1 | Gil: 80

Steal: Hi-Potion

Drop: Hi-Potion

Steal: Hi-Potion

Orop: Hi-Potion

GEMINI

HP: 620 + AP: 1 + Gil: 0 Steal: Potion Drop: Potion

ICOCETTE

HP: 182 | AP: 1 | Gil: 18 Steal: Potion

COMPLETION: +0.4%

Drop: Potion

GREATER DRAKE HP: 1819 | AP: 1 | Git: 140 Steal: Fire Gem

Drop: Fire Gem

MYCOTOXIN HP: 810 | AP: 1 | Gil: 83 Steal: Antidote (x2)

Drop: Antidote (x2) SPINE DRAKE

HP: 2582 | AP: 1 | GII: 127 Steal: Arctic Wind Drop: Arctic Wind

HP: 983 : AP: 1 : Gil: 78 Steal: Echo Screen (x2)

Drop: Antidote

ITEM CHECKLIST

Trainer Dressphere



RONSO UPRISING

Move forward past the Save Sphere to trigger a scene with Kimahri. If you previously answered two questions for Kimahri, you can get the the Trainer dressphere. Garik has shut off the teleport pads, so the party must fight its way up the mountain.



As you proceed to the sammit, touch the teleport pads to reactivate them

REVISITING OLD GROUNDS

At the Fayth Scar, you can climb up the cliffs the same as you did when going after the Leblanc Syndicate aniforms. Atop the rise, the artisan Ronso should now be hard at work on a statue commemorating the hero of the Ronso. If you continue to the top of this area, you can return to the Floating Ruins featured in the second mission of the game. However, don't waste time there unless you left some items behind during the timed chase of the Syndicate.



Use the cliffs men above the hot surrous cavern to reach the Floating Ruins stage from the beginning of the game.

GARIK RONSO, RONSO YOUTH (X2*)

GIL DROPPED: 90 PILFER GIL: 130

STEAL: Normal: Icy Gleam Rare: Icy Gleam DROP: Normal: Shining Bracer Rare: Shining Bracer

*2 Ronso Youth appear if the Ronso concerns were answered incorrectly; I will appear if their concerns were answered correctly.

If you answered the Ronso's concerns incorrectly for the most part, Garik is accompanied by two Ronso Youths. Garik uses the Mighty Guard ability on himself and his followers, which is a combination of Protect, Shell, Regen, Haste, Def. Up, Magic Def. Up, and Evasion Up. Use Dispel Tonics, an Alchemist's Dispel Tonic ability, or a White Mage's Dispel spell to negate the first four of these effects. Garik attacks frequently and fiercely, so cast Haste on the party, use the Songstress's "Jitterbug" dance, or use a Chocobo Wing.

Protect the party against Darkness by equipping accessories, because Garik can cripple them with a Blind spell on a regular basis. Use a Black Mage's MP Drain ability to siphon off all of Garik's MP; this will prevent him from casting Blind. The Ronso Youth use

attacks that drain MP, so don't rely too heavily on spells throughout the battle. Equip the party with dresspheres that allow swift attacks that inflict a great deal of damage quickly, such as Dark Knight, Gunner, and Warrior, Take down Garik Ronso first, then negate the Mighty Guard effects on the remaining two Ronso and defeat them as quickly as possible.



GIL DROPPED: 20 PILFER GIL: 60

Normal: Mythril Bangle Rare: Mythril Bangle Normal: Remedy Rare: Remedy (x2)

If, however, you answered the concerns of every Ronso during Chapters 1 and 2, Garik won't be as strong and only one Ronso Youth accompanies him during the battle, too. He doesn't use the Mighty Guard defense and instead he only casts

Shell and Protect on himself on separate turns. To overcome these spells, simply drain all of his MP. Under these conditions, Garik is much easier to steal from, quite a bit easier to defeat, and his counterpart will not drain MP.









HP: 734 (AP: 1 * Gil: 70 Steal: Hi-Potion Drop: Hi-Potion

ZAMBINATION BUILD

IRONSIDE HP: 8432 * AP: 1 ; Git: 200

Steal: Shadow Gern (x2) Drop: Stamina Tablet

NATCHER-8

HP: 620 † AP: 1 † Gil: 0 Steal: Potion

FLAILING OCHU HP: 9860 * AP: 1 | Y Git: 430 Steal: Remedy Drop: Remedy

MYCOTOXIN Steal: Antidote (x2) Drop: Antidote (x2)

Drop: Amulet

NATCHER-A HP: 624 + AP: 1 + Gil: 0,

Steal: Defense Veil

GUARDIAN BEAST HP: 2886† AP: 1 † Gil: 200

Steal: Potion Drop: Potion

GUCUMATZ

HP: 3720 ; AP: 1 ; Gil: 173. Steal: Soft (x2)

Drop: Soft (x2)

WATCHER-R

HP: 620 | AP: 1 | Gil: 0 Steal: Potion

Drop: Potion

ITEM CHECKLIST

Drop: Potion

Dispel Tonic (x2) Phoenix Down (x3)

Hi-Potion (x3)

S-Bomb (x2) Stamina Spring

Remedy (x2)

Lunar Curtain (x2)

Mana Spring (x2)

2000 gil

Light Curtain (x2)

Mythril Bangle

Phoenix Down (x3)

Hi-Potion (x3)

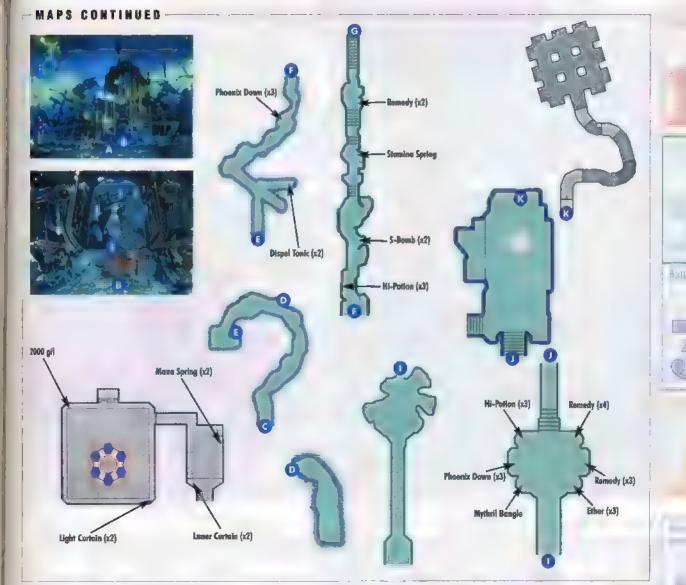
Remedy (x4)

Remedy (x3)

Ether (x3)







MONKEY LOVE IN THE AIR

If you finished the monkey soulmate mission during Chapter 2, there is nothing more to do here than speak to Isaaru one last time as he leaves Zanarkand. If you still need to finish the monkey matchmaking side quest, do so now using the instructions contained in the Chapter 2 section. If you complete the mission in Chapter 3, exit when you're finished and speak to Isaaru outside the dome.



Isaaru may be sad that his tourist operation has gone to the monkeys, but a sacred place shouldn't a source of amusement

DEALING WITH IRONSIDES

appears in several locations during Chapter 3. This brute's heavy armor makes it incredibly difficult to defeat. After



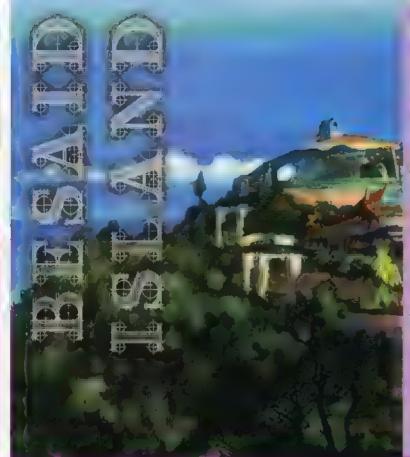
one or two rounds, the monster opens its chest plate to prepare a beam cannon assault. Launch your party's most devastating attacks while the chest plate is open, as this is when the monster's Defense is greatly reduced.

ZANARKAND DOME MERCHANT STARTING CHAPTER 3

ITEM	COST	
Potion	, 50	
Hi-Potion	500	
Phoenix Down	100	
Antidote	50	
Eye Orops	50	
Echo Screen	j 50	
Soft	8 50	
Holy Water	300	
Titanium Bangle	3000	
Gold Bracer	4000 *CH3+	
Diamond Gloves	6000 *CH3+	
Mystery Veil	6000 *CH3+	



Francis Intl Energies













COMPLETION: +2.0%

FLAME DRAGON

Steal: Hi-Potion

Drop: Red Ring

PAIRIKA

HP: 980 † AP: 1 † Gil: 300

HP: 1130 | AP: 1 | Gil: 100

Steal: Lightning Marble

HP: 620 | AP: 1 | Gil: 0

Drop: Stamina Spring

WATCHER-R

Steal: Potion

Drop: Potion

WANDERING FIENDS



HP: 562 † AP: 1 † Git: 33 Steal: Lunar Curtain

Drop: Light Curtain

GEMINI HP: 2044 | AP: 1 | Gil: 153 Steal: Lunar Curtain (x2) Drop: Light Curtain (x2)

> QUEEN COEURL HP: 3270 + AP: 1 + Gil: 330 Steal: Phoenix Down Drop: Phoenix Down (x2)

WATCHER-S HP: 620 1 AP: 1 1 Gil: 0 Steal: Potion Drop: Potion

HP: 583 ! AP: 1 | Gik: 70 Steal: Dispel Tonic Drop: Hi-Potion

CEPHALOTUS

THUAH

HP: 1830 * AP: 1 | Gil: 62

HP: 813 AP: 1 Gil: 120

HP: 2582 ; AP: 1 ; Gil: 127

Steal: Echo Screen (x2)

Drop: Echo Screen (x2)

Steal: Arctic Wind

Drop: Water Ring

SPINE DRAKE

Steal: Arctic Wind

Drop: Arctic Wind

CHOCOBO HP: 368 AP: 0 Gil: 0 Steal: None Drop: None

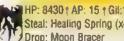
MALBORO HP: 5877 ; AP: 1 ; Gil: 370 Steal: Hi-Potion Drop: Remedy (x2)

WATCHER-A

HP: 624 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

HP: 8430 † AP: 15 † Gil:1200

Steal: Healing Spring (x4) Drop: Moon Bracer



ITEM CHECKLIST

Mana Spring (x2) Moon Bracer

Hi-Potion (x2) X-Potion

2500 gil Ether (x3)

Raging Giant Garment Grid



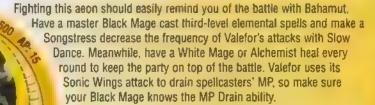
CONFLICT OF COMMAND

Enter Lulu's tent on the east side of the village. After learning of the developments between Wakka and Beclem, exit the tent and follow Wakka into the temple. Ascend the center stairs and work through the trial area to the bottom level. When you reach an intersection, head right through the illusory wall to find a chest containing a Mana Spring (x2). Cross the corridor to find Wakka, wounded and lying in the corridor. After Yuna and the Gullwings ride the elevator to the level below, move forward to battle another dark aeon.



Some items in Besaid's claister can only be obtained after the Gunners Gauntlet

VALEFOR





GIL DROPPED: 1200 PILFER GIL: 1500 STEAL: Normal: Healing Spring (x4) Rare: Healing Spring (x6)

DROP: Normal: Moon Bracer Rare: Moon Bracer

THE SEARCH SPHERE

If you previously purchased the Besaid Key for 900,000 gil from the shop clerk in the village, or if you rescued a man in the Calm Lands gorge who rewarded you with the Besaid Key, you can now undertake a brief side quest to obtain a new Garment Grid. Use the Besaid Key to unlock the treasure chest in the north room of the temple to obtain the Search Sphere. To learn how to use this item, speak to the man seated in the south room inside the temple.



Each time you enter Besaid, put must reclaim the Search Sphere from the chest inside the temple prayer room.



The Search Sphere helps to locate camera devices around Besaid Island. which can be used to find the second four ciphers.

With the Search Sphere in your inventory, the device appears in the lower-right corner of the screen. Press and hold the Circle button to extend a meter from the side of the on-screen Search Sphere. As you draw closer to the location of a buried camera sphere, the meter begins to emit higher waves, rising into the red. When you're standing on the exact spot of a buried camera sphere, the sphere starts to pulsate and makes a low humming noise. Press the X button to dig up a small camera device on that spot.

THE SECOND FOUR CIPHERS

The first of the buried camera spheres is in the village, under a small tarp erected in an area near the woods alongside the village. Hold the Circle button and move carefully under the tarp until the Search Sphere begins to flash red and make a sound, then press the X button to dig up a camera sphere. After the device is revealed, stand directly over the camera sphere and press the X button to use it. The view then switches to camera view. You can rotate the camera and cycle through a series of zoom magnifications by pressing the R1 button.

In the case of the village camera sphere, aim the device toward the roof of the temple and zoom in on the "steeple" at the top of the building. There you should find a sphere marked with a large number. The number is the first of a four-digit series of ciphers required to open the secret corridor of the cave near the beach.



The first camera device is located under a small tent on the west side of war village.



Aim the camera at the top of the tempte and zoom in to find the numbered sphere.

Head along the path, and use the Search Sphere to locate the camera device buried close to one of the Besaid Aurochs near the bottom side of the path. Use the camera device to spot a glint near the middle of the nearby ridge and zoom in to find the second number written on the sphere. Get a good look, because sometimes 5s look like 6s and 1s look like 7s. The main difference between a 1 and a 7 is that the latter number has a dash through the middle.



The second carnera is buried near the start of the Gunner's Gauntiel



Pan the camera along the nearby ridge to spot a numbered sphere

While moving up the path toward the waterfall area, use the Search Sphere to find a camera device on the right side of the path. Use this camera to zoom in on the ledge just below the second waterfall. This is the third cipher of the series.



The third camera device in located along the right side of the path, before the first bridge.



Zoom in on this rocky jut to find another numbered sphere

For the last cipher, proceed past the cave entrance to the pond overlook area. Use the Search Sphere to detect the camera device in the left corner of the ledge over the water, and zoom across the pond to spot a lone tree high up on a hill. The sphere is set at the top of the tree. This is the last cipher in the series.



Dig up the camera device in the left corner of the overlooking edge



Zoom m on the ione palm free high up on the opposite cliffs

Enter the cave and move into the short passage on the right. Input the four ciphers into the panel near the large stone block in the order in which they were discovered while traveling from the village to the pond. When the stone slab rises, proceed up the path and open the chest encountered en route for some Ethers (the exact number is determined by the current Chapter you are playing). Proceed to the end of the twisty passage to emerge on a hidden ledge high over the waterfall area. Move left across the screen to find a chest perched precariously on a slope. Open the chest to get the Raging Giant Garment Grid.

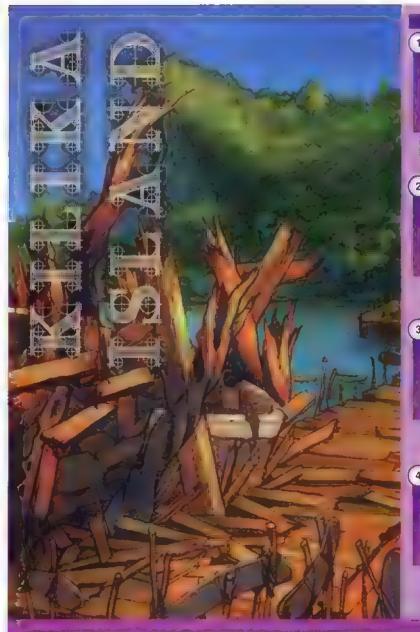


Input the ciphers in the order discovered from the village \$\text{\$\text{\$\text{\$I}\$}\$ the pond.}



After obtaining the Garment Grid move back along the ledge to the point of origin III find the cave entrance

BESAID ISLAND SHOP (STARTING CHAPTER 3)	
ITEM	COST
Potion	50
Hi-Pation	500
Phoenix Down	100
Antidote	50
Eye Drops	no .
Echo Screen	50
Soft	50
Holy Water	300
Watery Gleam	3000
Blue Ring	3000
NulTide Ring	8000





WANDERING FIENDS



HP: 233 | AP: 1 | Gil: 48

Steal: Antidote Drop: Antidote



CHOCOBO HP: 368 | AP: 0 | Gil: 0

Steal: None Drop: None



HP: 3230 | AP: 1 | | Gil: 90 Steal: Farplane Shadow

Drop: Phoenix Down



HP: 813 | AP: 1 | GII: 120 Steal: Arctic Wind

COMPLETION: +1.6%

Drop: Water Ring



IRONSIDE HP: 8432 | AP: 1 | GII: 200

Steal: Shadow Gem (x2) Drop: Stamina Tablet



LEAGUE MAGE HP: 1020 ; AP: 1 ; Gil: 130

Steal: Ether Drop: Hi-Potion



LEAGUE RAIDER

Steal: Phoenix Down Drop: Hi-Potion



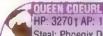
LEAGUE WARRIOR HP: 422 † AP: 1 † Gil: 120

Steal: Hi-Potion Drop: Hi-Potion



PAIRIKA HP: 1130 | AP: 1 | Gil: 100

Steal: Lightning Marble Drop: Stamina Spring



HP: 3270 | AP: 1 | Gil: 330 Steal: Phoenix Down

Drop: Phoenix Down (x2)



NATCHER-R HP: 620 | AP: 1 | Gil: 0

Steal: Potion Drop: Potion



WATCHER-S HP: 620 | AP: 1 | GH: 0

Steal: Potion Drop: Potion



YEVON'S FINEST HP: 1722 | AP: 1 | Git: 140

Steal: Holy Water Drop: Hi-Potion



YEVON STRIKER

HP: 1730† AP: 1 | 1 Gil: 140 Steal: Holy Water

Orop: Hi-Potion



HP: 8820† AP: 15†Gil: 1300

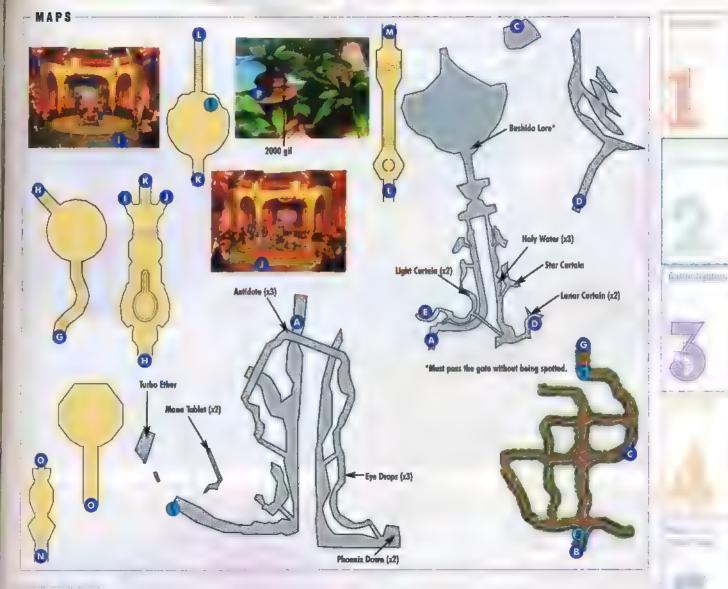
Steal: Fiery Gleam Drop: Angel Earrings

ITEM CHECKLIST

Turbo Ether Mana Tablet (x2) Antidote (x3)

Eye Drops (x3) Phoenix Down (x2) Light Curtain (x2)

Holy Water (x3) Star Curtain Lunar Curtain (x2) 2000 gil Bushido Lore Samurai Dressphere



WORKING WITH DONA

Collect all the items in the Kilika port areas, then go to Dona's house in the second section. She and Yuna unite to distract the guards and slip through the gates into the woods. Exit Dona's house to begin the gate-rushing event. You may want to attempt a practice round to learn how to get through the gates. The key is to

watch the front gate for the approach of a Youth League member. If the guard allows the person through the gate, quickly switch perspective to see if the guard with Dona is distracted or not. If the guard is facing away from Dona, wait until he turns back to her or wait until another opportunity arises.



You get only one chance to slip through the gate unnoliced!



The Bushido Lore should prove to be an invaluable accessory if you have found and mastered the Samurai dressphere.

When you enter the woods without detection, a treasure chest is waiting the end of the bridge. When equipped, the Bushido Lore enables a character to use learned Bushido abilities whether she is equipped with the Samurai dressphere or not. However, if you are spotted, the mission continues and you don't get the prize.

COLLECT YOUR MONKEY FINDING FEE

If you found all 13 Squatter Monkeys hidden in the Kilika forest area, speak to the woman dressed in blue standing on the east side of the pier to collect your prize—the Chaos Maelstrom Garment Grid.



KILIKA PORT MERCHANT (STARTING CHAPTER 3)	
ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000
Beaded Brooch	10000
Glass Buckle	10000





SCOPING OUT THE FOREST

The Youth League has erected several gates to keep people from New Yevon out. Visit all of the gates in the area, then return to the section just west of the Save Sphere. The girls remember something Dona said about a path through the trees, and leap to the bough above. Follow Rikku and Paine to the temple area.



Visit an loar carriodes, then move under the curving bough to find the hidden path to the temple

GUARDIANS OF THE BLUE FLAME

After being rescued, Barthello explains that the fiends are connected somehow to the blue flames. Head toward the blue flames covering the archway and another Daeva appears. After defeating the monster, the flames subside and reveal the corridor.



You must defeat a Daeva or two each time you want mextinguish a blue flame barring your path.

Continue into the next section and approach each of the three blue flames. Touch the flame on the right wall, then the one on the left, followed by the central blue flame on the back wall, defeating a Daeva each time.



After lighting the Daeva duo team in the last chamber before the boss, don't overlook the **Samurai dressphere** on the ground.

LAST STAND AT THE TEMPLE ENTRANCE

A shop clerk walking around the temple entrance sells only the basics. Stock up on Potions and Hi-Potions if needed, then head into the temple. A Save Sphere is tucked behind the giant machina positioned in the large round room. Use it before heading into the cloister of trials.



Make sure an Alchem of has a large supply of Policins and Ho-Policins so you can use Mix to keep the party at optimum health. Stock up whenever the opportunity arises.

IFRIT

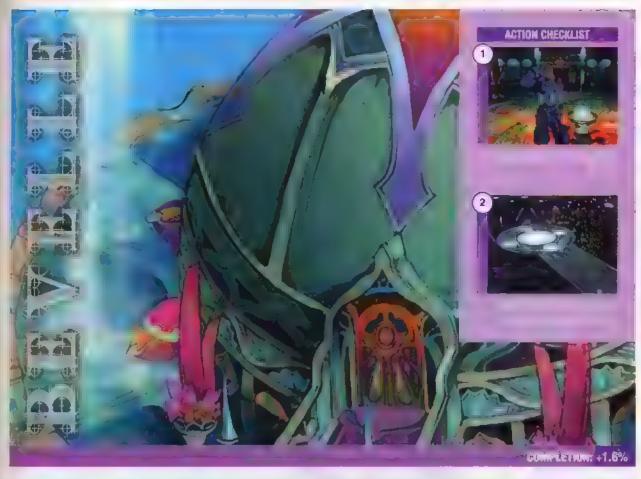
Avoid using any attacks or spells that involve the element of fire; if you don't, Ifrit will absorb the attack and be healed rather than damaged.

Ifrit is weak versus ice, so have a Black Mage cast a few Blizzaga spells to make defeating this aeon much easier. Ifrit is also vulnerable to Slow, which can reduce the frequency of its furious claw attacks.



GIL DROPPED: 1300 PILFER GIL: 1800 STEAL: Normal: Fiery Gleam Rare: Fiery Gleam DROP: Normal: Angel Earrings Rare: Angel Earrings

TEM	COST
Potion	i 50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	1 50
Echo Screen	50
Soft	50
Holy Water	300



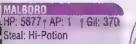
WANDERING FIENDS

HP: 2733 AP: 1 Git: 138 Steal: Phoenix Down

P Drop: Antidote

Steal: Hi-Potion

Drop: Remedy (x2)



PRECEPTS GUARD PHP: 3680 † AP: 1 | Gil; 800

DETONATOR HP: 1860 † AP: 1 | † Gil: 98

Steal: Mana Tablet Drop: Regen Ring

Steal: Bomb Core

Drop: Bomb Core



FLAN BLANCO HP: 625 + AP: 1 | Gil: 72 Steal: Arctic Wind Drop: Arctic Wind

HP: 882 AP: 1 GII: 78 Steal: Hi-Potion

Drop: Hi-Potion



GEORAPELLA HP: 4420 - AP: 1 | Gil:1000 Steal: Water Gem Drop: NulTide Ring

Carrette .

Califf System



HP: 4100 : AP: 1 ; Gil: 94 Steal: Darkness Grenade Drop: Sleep Grenade



HP: 3800 † AP: 1 † Gil: 94 Steal: Silence Grenade Drop: Sleep Grenade



HP: 2775 AP: 1 Gil: 400 Steal: Mythrif Gloves



Drop: Stamina Tablet

-ITEM CHECKLIST

Electrocutioner ()

Hypno Crown ()

Remedy (x4)

Oath Veil

5000 gil

Hi-Pation (x5) Potion (x9)

Phoenix Down (x5)

Chocobo Feather (x2)

800 gif

Faerie Earrings

Beaded Brooch

Ether (x5)

Remedy (x5)

Phoenix Down (x6)

Remedy

Crimson Sphere 1 (1)

MAPS



*Room Changes in Chapter 5.





Changes lift A to destination A1. Changes Lift A to destination A2.

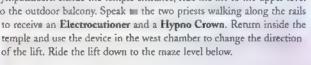
185

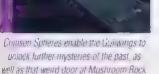
166

MYSTERIOUS MEETING UNDER NEW YEVON BANNERS

Although Djose becomes a hotspot following the events in Kilika, Bevelle is now open for further exploration—even by Youth League sympathizers. Inside the temple entrance, ride the lift to the upper level and go through the open door to the outdoor balcony. Speak in the two priests walking along the rails

> temple and use the device in the west chamber to change the direction of the lift. Ride the lift down to the maze level below.







The priests on the balcony shower you with valuable gifts, but you're still not good enough to ride Baralai's private lift

Proceed through the lower areas of Bevelle to the chamber from which Vegnagun escaped. After an extended scene, a Malboro attacks. When the zone is clear, locate the Crimson Sphere 1 on the ground. Pick in up, return in the Save Sphere in the antechamber, and board the airship. Speak to Shinra and watch "Crimson Report 1" for more revealing information.



NANDERING FIENDS

HP: 813 | AP: 1 | Gil: 120 Steal: Arctic Wind

Drop: Water Ring

HP: 1130 + AP: 1 + Gil: 100 Steal: Lightning Marble Drop: Stamina Spring

HP: 4820 ; AP: 1 | Gil: 130 Steal: Remedy Drop: Remedy

HP:12380† AP: 15 † Gil:1800

Steal: Sprint Shoes Drop: Soul of Thamasa

ITEM CHECKLIST

*Al Bhed Primer 🕕 Remedy

Stamina Spring

Wrist Band

Unwavering Guard Garment Grid (1)

*Only if you haven't mastered Al Bhed.

Battle System



AL BHED AND OVERWHELMED

Accept the mission to clear Diose Temple and receive an Al Bhed Primer. Climb the center stairs and enter the Cloister of Trials. Proceed to the back of the lower level passage, and leap over the chasm filled with ruined machines to reach a chest containing a Stamina Spring.



Keep pushing pedestals into the wall until the force field is removed from the stairs

Ride the elevator to the level above, and proceed past the guards to collect the Wrist Band from the chest in the circular area. Pushing one of the pedestals into its alcove in the circular area deactivates the barrier that prevents the party from ascending the stairs. The only problem is, it's impossible to say which pedestal does the trick, since the game randomly assigns one pedestal as the trigger. Fiends attack each time a pedestal, that isn't a trigger, is pushed into an alcove, so stay healthy by using items between battles and before going upstairs.



This gap may be big, but Yuna can jump it.

IXION

Avoid casting lightning spells or using lightning-based attacks, as these only heal lxion. Instead, charge a master Black Mage with casting Waterga spells and have a Warrior use the Liquid Steel attack. Keep the party's HP high by healing every round,

> because some of Ixion's attacks can inflict between 500 to 1000 HP damage to your party members. If also employs homing missile attacks that reduce MP, so have a Black Mage use MP Drain to stay active in the battle. Like the other aeons you fought previously, the frequency of Ixion's attacks can be reduced somewhat by inflicting Slow status upon it. With diligent healing and

spell casting every round, this battle shouldn't be too difficult to overcome.

GIL DROPPED: 1800 PILFER GIL: 3000

STEAL: Normal: Sprint Shoes Rare: Sprint Shoes DROP: Normal: Soul of Thamasa Rare: Soul of Thamasa

TRAPPED IN THE VOID

Following Yuna's accidental plunge into the Farplane, you will view a few scenes and then have a moment to move Yuna around a darkened space. After a few seconds, another scene begins. You have the ability to direct certain events during this scene. When Yuna says "I'm all alone," press the X button to make Yuna hear someone whistle. When the ghost disappears and Yuna is searching for it, press the X button to hear more whistling. After whistling four times, the event ends.



After Yuna m alone for a moment on the Farplane and begins to speak again, press the X button to hear a familiar whistle. Repeal this three more times to exil the Farplane Don't hesitate, or you might lose the chancel

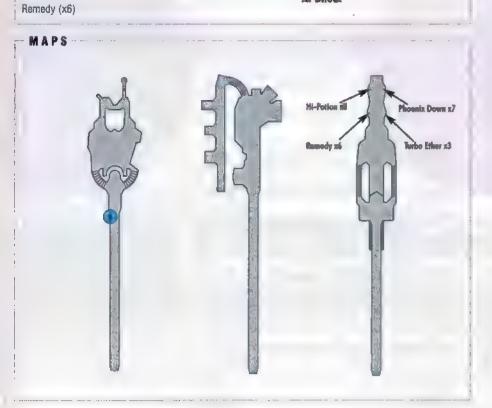


ITEM CHECKLIST-

Phoenix Down (x7) Turbo Ether (x3) Hi-Potion(x8)

"Al Bhed Primer ()

*Only if you haven't mastered Al Bhed.



Griffie System

3

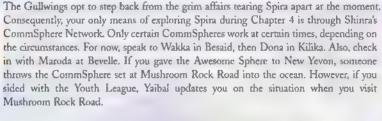
Indinica

THE COMMSPHERE NETWORK APPROACH

After the initial scene on the Bridge, head down to the Engine Room and collect the items in the four chests. After doing so, ride the elevator out to the Deck and speak to Paine. Return inside afterward and go back down to the Bridge. When Shinra asks you to check the CommSpheres, head over to his control station and speak with him again to see what's up. There is a new option at the top of Shinra's list that enables you to check the "CommSphere Network" that Shinra worked so hard to establish throughout Chapter 3. However, before dealing with the CommSpheres, remember to enter the Treasure Spheres menu and view Crimson Record 2 and Crimson Record 3.



Use the CommSphere Network III check in with people in Besaid, as well as Kilika. Bevelle, and Mushroom Rock Road.



Sometimes you need to move the camera before someone will appear, or to trigger a scene. Be patient, because a scene may not start until up to 30 seconds after the transmission begins. Direct the CommSphere with the D-pad or Left Analog Stick, press R1 to zoom in, and press the Square button to exit if someone isn't speaking. Zooming in for a closer view of characters or areas triggers some conversations and scenes.

When all four conversations are complete, exit the CommSphere menu. Buddy is now standing patiently across from Shinra's station. Speak to him to trigger the next scene. After the Gullwings decide to look for Tobli, speak to Paine on the bridge and check the CommSphere Network for more transmissions. When you're done communicating with the people of Spira, speak with Buddy at the navigation console to head for the Moonflow in search of Tobli.



You can now have conversations with the cruzens of Spira remotely via Shinra's new CommSphere Network



After zooming all the way, press the R1 button again to zoom out.



Although optional, viewing transmissions from the rest of Spira adds a lot of completion points to the game's overall completion total.

COMMUNICATING WITH SPIRA, PART ONE

Unlike the previous instance, all areas of Spira are now available for viewing through the CommSphere Network. There are several scenes you can view in each location, simply by reconnecting with each location several times. Some of these scenes are worth fractions of a completion point, but when they're added together, they're worth well over 4 whole percentage points! Some of these scenes are quite amusing, and the CommSphere Network provides a very interesting diversion from the normal game routine of exploring and battling.



You may receive items such as At Bhed Primers by watching some of the optional CommSphere transmissions.

The following table contains the scenes that occur in each area, in order. Fractions of a percentage point are indicated for viewing certain scenes. Do not use the dialog skip function; doing so will reduce the percentage you receive. Scenes may take up to 30 seconds to begin, so be patient. A scene ends when the characters stop talking, when you hear a slight rise in the background music volume, or when the CommSphere disconnects due to technical difficulty.



Some CommSphere scenes will be aftered slightly by your previous actions in the game.

NOTE: The percentages listed in this section are only correct if the player watches the CommSpheres in the order listed. This applies to all the charts.

BESAID COMMSPHERE SCENES	
EVENT	%
Two children play hide and seek for a while,	0
A dog sniffs around the CommSphere.	0
Wakka emerges from his tent and seems very nervous.	0.2
The Aurochs are practicing for blitzball.	0
An Auroch hits another player with a blitzball by accident, then runs off.	Ð
Beclem chastises the Aurochs for playing ball.	0.2
When you look away from the practicing team, one of the Aurochs hits the CommSphere with the Blitzball	0
and Shinra gripes.	



KILIKA TEMPLE COMMSPHERE SCENES	
EVENT	%
Wait until Barthello emerges from the temple. His lament destroys the CommSphere.	0.2
All further transmissions are distorted, because Barthello broke the CommSphere.	0







LUCA COMMSPHERE SCENES	
EVENT	%
Shellnda interviews a female citizen.	0
Shelinda interviews a man in Luca.	0
Shelinda interviews a man at the docks who mentions the return of blitzball.	0.2
The CommSphere will not connect.	0



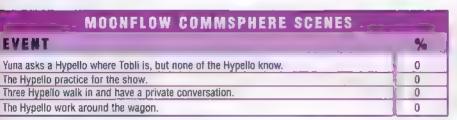




EVENT	%
Zoom in on the face of the guard standing to the left and he gets annoyed.	0
The guard seeks to prove that the Youth League is justified.	0
The guard becomes sarcastic.	0
The guard claims the Youth League is prepared to fight.	0
The guard brags and mentions how Lucil is no longer in control.	0
The guard has ■ seat.	0









(Unitile Mystem)

GUADOSALAM COMMSPHERE SCENES	
EVENT	%
Ormi emerges from the chateau and reveals that Leblanc is out searching for her Noojie-Woojie.	0.2
A Hypello enters and tries to sell tickets, but the guards won't pay attention.	0
The guards have an interesting conversation about Leblanc's disappearance. Shinra can't believe how much the guards like her.	0
The guards talk about how they don't have any place else to go if the Syndicate breaks up.	0
The two guards talk about what chickens they are, and how Leblanc took them in.	0
Ormi hogs a little camera time and strikes his favorite pose.	0



THUNDER PLAINS COMMSPHERE SCENES	
EVENT	% _
Angle the camera to the right to catch a chocobo with Shinra's latest device.	0.2
During the next transmission, the ChocoPorter breaks down.	0
The signal at Thunder Plains is distorted and dark.	0



MACALANIA WOODS ENTRANCE COMMSPHERE SCENES	
EVENT	%
The three musicians reappear and talk about their dream of the fayth and the dying woods.	0.2
If you did not complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, the Ronso youth enter the woods and the war against the Guado begins.	0
If you did not complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, a Guado gazes at the battle in the forest.	0
If you completed the mission to stop Garik at Gagazet in Chapter 3, two Guado will appear and converse amongst themselves; no war will occur. This scene repeats each time you enter.	0



MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES	
EVENT	%
If the Al Bhed are in charge of the Agency because O'aka still has a debt, Al Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an Al Bhed Primer.	0
If you freed O'aka from debt one way or another, is will emerge from the shop for various scenes. At first he tells Yuna that business isn't too good.	0.2
If O'aka was freed from debt, he comes out and sighs that he has no customers.	0
If O'aka was freed from debt, he emerges from the Agency and complains that someone has been missing for a year.	0
If O'aka was freed from debt, he practices various sales pitches—even in Al Bhed.	0
If O'aka was freed from debt, his nephew Wantz appears and worries about having been gone so long.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Fian Blanco slithers by.	0
There is no activity at the Travel Agency.	0



BIXANEL DESERT EXCAVATION CAMP COMMSPHERE SCENES	
EVENT	%
Speak to Nhadala regarding a new menace in the desert.	0.2
The diggers are hard at work.	0



BIKANEL DESERT CACTUAR NATION COMMSPHERE SCENES		
EVENT	%	
Yuna realizes it's useless to try to communicate with the cacti without Benzo.	0	
The cacti stand silent in the desert.	0	

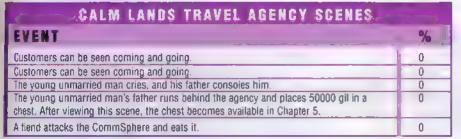


BEVELLE COMMSPHERE SCENES	
EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers will shoot out the CommSphere. It will not work thereafter.	0
If you gave the stolen sphere to New Yevon during Chapter 2, a captain scolds his guards for letting Maroda get away.	0
The Kinderguardians defeat New Yevon soldiers and escape.	0
The Kinderguardians admire the CommSphere and bond with Shinra.	0.2
The Highbridge is empty.	0



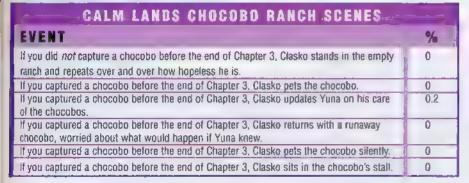


Characters









MT. GAGAZET MOUNTAIN GATE SCENES.

Speak with Kimahri. The conversation is slightly different depending me whether or not

you stopped Garik at Mt. Gagazet during Chapter 3. The female Ronso gives Kimahri a back massage.

EVENT







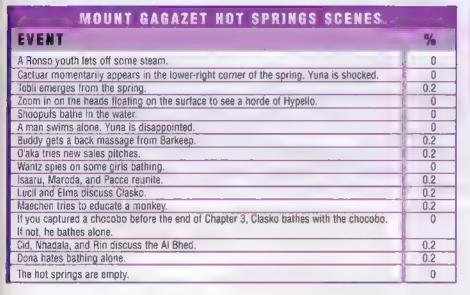


%

0.2

n











MYSTERY AT MI'IHEN

When the CommSphere Network is activated at Mi'then Highroad, Rin emerges from the Travel Agency and requests that you use the CommSpheres to help him investigate the recent strange occurrences. He's set up several CommSpheres around the Highroad area, and you can switch to the view of any CommSphere by pressing the R2 button and choosing another location. The Mi'ihen Highroad Mystery is a mini-game that you may want to start up as early as Chapter 1 and span across Chapters 4 and 5. Completing this mini-game can grant an extra item. More details are revealed in the "Mini-Games" chapter.



Rm can't seem to figure out why the machina went crazy or why the hover crashed during Chapter 3. He needs the Gullwings' CommSphere skills and deductive ingenuity!



WANDERING FIENDS



HP: 133 | AP: 1 | Gil: 16 Steat: Hi-Potion

Drop: Antidote



ARCHAEOTHYRIS

HP: 1332 ; AP: 1 | Gil: 110 Steal: Eye Drops (x2)

Drop: Eye Drops (x2)



BALIVARHA

HP: 3688 ; AP: 1 | f Gll: 230

Steal: Hi-Potion (x2)

Drop: Fire Gem



HP: 132 | AP: 1 | Gil: 30 Steal: Budget Grenade

Drop: Potion



HP: 562 | AP: 1 | Gil: 33

Steal: Lunar Curtain Drop: Light Curtain



BLACKGUARD HP: 760 ! AP: 1

Steal: Phoenix Down Drop: Potion



HP: 3890 TAP: 0 TGH: 0

Steal: None Drop: None



FLAN BLANCO

HP: 625 † AP: 1 † Gil: 72 Steal: Arctic Wind Drop: Arctic Wind



HP: 1480 | AP: 1 | Gil: 250

Steal: Grenade Drop: Potion (x2)



SHELL SHOCKER HP: 4700 | AP: 1 | | Gil: 780

Steal: Iron Bangle Orop: Black Ring



TAROMAITI RP: 1782 | AP: 1 | Gil: 280

Steal: Antidote (x2) Drop: Star Pendant



HP: 1132 † AP: 1 | † Gil: 240

Steal: Dispel Tonic Drop: Holy Water



VATCHER-A HP: 624 1 AP: 1 1 Gil: 0

Steal: Potion **Drop: Potion**



VATCHER-R HP: 620 | AP: 1 | Gil: 0

Steal: Potion Drop: Potion



VATCHER-S HP: 620 | AP: 1 | Gil: 0

Steal: Potion Drop: Potion



Black Tabard Garment Grid 10



THE TOBLI CHASE!

Finding Tobli will be difficult, especially since the people he owes money to have come to collect. Head down the road just past the debt collectors, who stop and address Yuna. Tobli emerges and leads the thugs on a merry chase down the path. Follow the fleeing promoter and his pursuers to the banks of the Moonflow.



The debt collectors block access to the shoopul when you first arrive. You must wait for Tobli to break through their ranks before you can cross the Mountlow to find Tobli

There's no sign of Tobli around the wagon, so continue into the passenger waiting area. One of the debt collectors confers with two guards who block the path. Retreat back through the banks area and south down the road until Yuna finds the debt collector standing on the side of the road, gasping for breath. Tobli emerges and heads south. Follow him and his pursuer until Tobli tears through the area on a scooter. Now you must run back to the banks of the Moonflow.

Tobli's scooter crashes near the wagon caravan, but there's still no sign of Tobli. The guards no longer block access to the shoopuf wharf, so ride the shoopuf across the Moonflow to the north banks. Continue following Tobli and the debt collectors up to the entrance to Guadosalam.



Finding Toolisis as simple as following the Joan sharks who are after him.



The debt of rectors knock folio but of a tree Follow Toble up to Guadosalam's entrance to complete the mission



ACTION CHECKLIST



COMPLETION: +3.4%

CONCERT REHEARSAL

Following the deployment of the Hypello, you may notice that Rikku is missing from her usual position on the Bridge. Ride the elevator down to the Cabin to join Rikku in a fun mini-game, as it's time to practice some dance moves for the concert. This short challenge is worth some valuable prizes, but you only get one shot. Save your game at the Save Sphere on the Bridge before proceeding to the Cabin.



The controller bultons each (may a difterent instrument or sound affect. Tap the button rapidly when you see if on Rikku's side of the screen



Parky System





Obtaining the best prizes for this event require a lew practice attempts. Do a soft reset and try again to sharpen your skills.

Upon entering the Cabin, watch Rikku's session carefully and note how the button icons appear in the lower-right corner of the screen. Each button is a different instrument or sound. Press the buttons that appear on Yuna's side of the screen. Buttons pressed at the moment the musical note in the bottom-left corner turns red score higher points.

Tap the controller buttons as rapidly as possible, even if you hit the wrong button for a second. You'll score higher if you hit the right button, but you'll also score for each button hit whether it's the right one or not. Don't let accuracy slow you down. When the song is finished, your totals for rhythm, fitness, and synch are tallied and averaged to provide a total score. Based on this result, you receive one of four prizes.

DANCING REHEARSAL PRIZES		
TOTAL GROOVE	PRIZE	
0-49	Pearl Necklace	
50-99	Safety Bit	
100-149	Sublimator	
150+	Shmooth Shailing	

COMMSPHERE WAVES, PART TWO

Before asking Buddy to go to the Thunder Plains, use Shinra's CommSphere Network to see how the concert promotion is going throughout Spira.

BESAID COMMSPHERE SCENES		
EVENT	%	
Zoom in on Beclem's head to start a conversation.	j. 0.2	
Speak with Lulu and Wakka concerning their imminent arrival.	0.2	
The Aurochs talk to Yuna.	0	
The Aurochs interview Wakka.	0	
The Aurochs interview Wakka; it's even funnier this time.	0	
Wakka paces around restlessly. This scene repeats during each transmission hereafter.	0	



KILIKA PORT COMMSPHERE SCENES	-
EVENT	%
Dona practices an apology,	0.2
Dona practices chastising Barthello. Dona ties the CommSphere to a balloon and sends it to Kilika Temple.	3 0
Dona ties the CommSphere to a balloon and sends it to Kilika Temple.	0.2
Barthello receives the CommSphere, but shatters it with a mighty cry.	0.2



LUCA COMMSPHERE SCENES	
EVENT	%
Shelinda promotes Yuna's concert.	! 0
Luca's blitzball team practices in the square.	0 0
Luca's blitzball team practices on the stairs. Logos may run through the scene ■ some point.	0
Hypello gather Luca citizens to promote the concert.	9 0
Faulty transmission that repeats in a loop.	0



MUSHROOM ROCK COMMSPHERE SCENES	
EVENT	%
Lucil assures Yuna that she will try to stop a war.	0.2
Yaibal wishes he could go to the show.	0.2
Yalbal gathers his squad for a "mission."	0
The guard standing just to the left complains that everyone is abandoning their posts.	0
The guard whines that he wants to attend the concert.	0
The guard is gone; a Hypello dances; Lucil watches with a sigh.	0
*Only available if you gave the stolen sphere to the Youth League at the start of Chapter 2.	

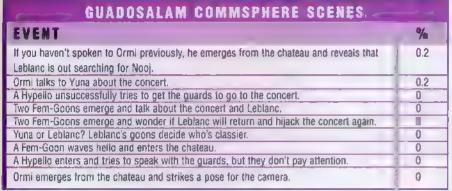


DJOSE TEMPLE COMMSPHERE SCENES	-
EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA



MOONFLOW COMMSPHERE SCENES	
EVENT	%
If you told Lian and Ayde to head to the Moonflow during Chapter 3, they will speak to Yuna.	- 0
A Hypello won't let Elma take her chocobo on the shoopuf.	0.2
A Hypello reports on the promotional efforts. Later, a shoopuf stomps through and smashes the CommSphere.	0
Bad reception.	0

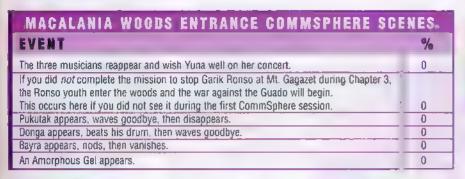














MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES	
EVENT	%
If the Al Bhed are in charge of the Agency because O'aka still has a debt, then an Al Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an Al Bhed Primer. This scene occurs if you didn't see it previously.	0
If you freed O'aka from debt one way or another, he will emerge from the shop and tell Yuna that business isn't too good. This scene occurs only if is wasn't previously seen in CommSphere session one.	0.2
If you freed O'aka from debt one way or another, he will emerge from the shop and ask Yuna about the concert. He leaves the Travel Agency to head for the Thunder Plains.	0.2
A Hypello encounters fiends outside the Travel Agency and runs off.	0
A Flan Blanco appears outside the agency.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Flan Blanco slithers by.	0
There is no activity at the Travel Agency.	0









BEVELLE COMMSPHERE SCENES.	
EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers will shoot out the CommSphere. It will not work thereafter. This scene occurs if it wasn't seen in a previous CommSphere session.	0
If you gave the stolen sphere to New Yevon during Chapter 2, the same series of scenes involving the Kinderguardians occurs if they weren't seen in a previous CommSphere session.	NA



_	CALM LANDS TRAVEL AGENCY SCENES.		200
EVE	IT		%
*All sce	nes from the first CommSphere session will begin or continue.	ų	NA



CALM LANDS CHOCOBO RANCH SCENES	
EVENT	%
*All scenes from the first CommSphere session will begin ar continue.	NA NA



MT. GAGAZET MOUNTAIN ENTRANCE SCENES.	
EVENT	%
Speak with Kimahri. The conversation is slightly different depending on whether or not you stopped Garik at Mt. Gagazet during Chapter 3. This scene occurs if it wasn't viewed during a previous CommSphere session.	0.2
If you did not complete the mission to stop Garik at Mt. Gagazet during Chapter 3, Ronso youths will enter and speak to the female Ronso.	0
If you did not complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso councils Kimahri in the departures of Garik, Lian, and Ayde.	Ó
If you did not complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso approaches the CommSphere and says not to worry about the Ronso.	
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Garik will approach the CommSphere and wonder how to unite Ronso youth.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a Ronso youth enters and tells Kimahri that he's going to the concert.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, the CommSphere is covered with snow. Move it around and a female Ronso will wipe it off.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Kimahri swears a new oath to protect the Ronso.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a female Ronso approaches the CommSphere and says that the Ronso now recognize Kimahri's wisdom.	0
Garik approaches the CommSphere and relates the future of the Ronso youth.	Û
The female Ronso gives Kimahri a back massage.	0



MOUNT GAGAZET HOT SPRINGS SCENES	
EVENT	%
*All scenes from the first CommSphere session will begin or continue.	NA



ZANARKAND BUINS SCENES	
EVENT	%
Isaaru speaks to Yuna about the concert.	0.2
Isaaru and Yuna talk about Maroda and the situation in Bevelle.	0
Isaaru lies behind the CommSphere and wonders what he's doing III Zanarkand. Monkeys are everywhere.	0.2
A Hypello is advertising the concert.	0



Matthe System.



WANDERING FIENDS

AKA MANAH HP: 6322 | AP: 1 | Gil: 670 Steal: Remedy (x2) Drop: Pretty Orb

ANOLE HP: 734 | AP: 1 | Gil: 70 Steal: Hi-Potion Drop: Hi-Potion

ARCHAEOTHYRIS HP: 1332 ; AP: 1 ; Gil: 110 Steal: Eye Drops (x2) Drop: Eye Drops (x2)

ARMET HP: 788 (AP; 1 | Gil: 74 Steal: Lunar Curtain Drop: Light Curtain

ASSASSIN BEE HP: 233 ; AP: 1 ; Gil: 48 Steal: Antidote **Drop:** Antidote

BALIVARHA HP: 3688 | AP: 1 | GII: 230 Steal: Hi-Potion (x2) Drop: Fire Gem

BARBUTA HP: 562 | AP: 1 | Gil: 33 Steal: Lunar Curtain Drop: Light Curtain

BLUE ELEMENTAL HP: 363 † AP: 1 † Gil: 180 Drop: Dragon Scale Steal: Dragon Scale

BOLT DRAKE HP: 623 † AP: 1 † Gil: 130 Steal: Lightning Marble Drop: Hi-Potion

СНОСОВО HP: 3890 | AP: 0 | GII: 0 Steal: None Drop: None

FL VI ROJO HP: 1220 ; AP: 1 ; Gil: 125 Steal: Bomb Core Drop: Bomb Core

GEMINI HP: 2044 ; AP: 1 ; GII: 153. Steal: Lunar Curtain (x2) Steal: Lunar Gurtain (x2)

HP: 2290 | AP: 1 | GII: 180 Steat: Hi-Potion Drop: None

HP: 8432 * AP: 1 * Gil: 200 Steal: Shadow Gem (x2) Drop: Stamina Tablet

MALBORO HP: 5877 | AP: 1 | Gil: 370 Steal: Hi-Potion Drop: Remedy (x2)

SPINE DRAKE HP. 2582† AP: 1 † Gil: 127 Steal: Arctic Wind Drop: Arctic Wind

TAROMAITI HP: 1782 | AP: 1 | Gil: 280 Steal: Antidote (x2) Drop: Star Pendant

VARAN HP: 1132 | AP: 1 | Git: 240 Steal: Dispel Tonic Drop: Holy Water

VATCHER-A HP: 624 | AP: 1 | Gil: 0 Steal: Potion Drop: Potion

HATCHER-R HP: 620 | AP: 1 | Git: 0 Steal: Potion Drop: Potion

WATCHER-S

HP: 620 † AP: 1 † Gil: 0 Steat: Potion Drop: Potion



HP:12850 | AP: 1 | Gil: 930 Steal: Sublimator **Drop: Crimson Ring**

-ITEM CHECKLIST

Echo Screen (x6) X-Potion Glass Buckle Phoenix Down (x4)

Petrify Grenade (x2) Turbo Ether Haste Bangle Phoenix Down (x2)

X-Potion Elixin Black Ring



FEEDING ON THE CROWD

Although a large fiend is seen breaking through the rubble to a secret cavern on the Thunder Plains, there are new chests containing useful items scattered across the two main areas of the Thunder Plains. Take a trip to the north exit and back, collecting all the items.



The Zalamander waits at the back of the cave

Inside the cave, head to the right and follow the passage north to a chest containing an X-Potion. From there, return to the cave entrance and continue up the west side of the cave to a chest containing a Haste Bangle. Head back to the first opening on the right side of the screen and climb up the rocks the upper level. From this point, you should be able to reach the remaining two chests with ease. The Zalamander boss protects the final chest. After defeating the Zalamander, open the chest to obtain the Black Ring and exit the cave.



The Hypelio outside the secret cave entrance fully restores full HP and MP wour entire party when you speak to him. Make sure the party enters the cave at full strength.

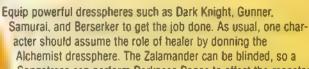
ZALAMANDER

The Zalamander is an overgrown lizard that benefits from a constant Null Magic effect. None of a

Black Mage's spells will work, and other magic-enhanced attacks will inflict little

or no damage. Therefore, your party must overcome this fiend with

physical attacks.



Songstress can perform Darkness Dance to affect the monster's vision and Accuracy. While it will do little to protect your characters from the Zalamander's Flame Breath attack, blindness causes most of the monster's other attacks to miss. This tactic should enable you to maintain more HP between each Flame Breath attack.



STEAL: Normal: Subliminator Rare: Subliminator DROP: Normal: Crimson Ring Rare: Crimson Ring



TITEM CHECKLIST

. Crimson Sphere 5

Once the concert is over and the crew in back on the Celsius, head up to the Bridge for a few historical anecdotes told by Maechen. Buddy reports that Leblanc and her henchmen are waiting in the engine room. Eventually, they hand over **Crimson Sphere 5**.



Too had. Now you want get to see what's on Crimson Sphere 5 until the game's final chapter.

Frenches



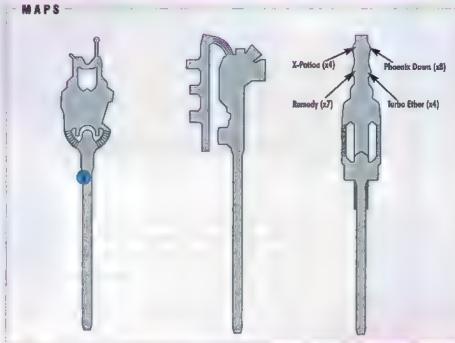
ITEM CHECKLIST

Phoenix Down (x8)

Turbo Ether (x4) Remedy (x7)

X-Potion (x4)

Mascot Dressphere 10



RESOLVE OF THE GULLWINGS

Any time you want to proceed to the Farplane, which is the final dungeon of the game where Vegnagun awaits, speak to Brother and tell him the location from which you would like to enter. The location you choose determines the shape of your path into the Farplane Abyss, as well as the items you can find along the route. It is strongly recommended that all of your characters reach level 60 and above before proceeding to the Farplane.



Brother wall by you to the Larplane any time you wish to go.

"EPISODE COMPLETE" TIME

Naturally, if you skip to the Farplane now you will miss out on a ton of completion percentage. Speak to Buddy at the helm and almost every location in Spira will light up as a Hotspot. The main goal of Chapter 5 is to visit every location and obtain an "Episode Complete!" When these words appear on-screen, it means you have completed every possible mission in an area and resolved all the situations there. After obtaining an "Episode Complete" for every place in Spira except Bevelle, return to the bridge and obtain the Mascot dressphere. Although humorous in appearance, this is one of the best dresspheres with the broadest range of skills.



The navigation menu starts with Hotspots in every area. Knock them all out to acquire the last diessphere.

Battle System

CELSIUS SCENES

If you rested at the Cabin level at least once during every chapter, return to the Cabin now and rest for a final time. Upon awakening, Yuna overhears Brother complaining about his unrequited love. Following this scene, head down to the Engine Room and speak to Buddy regarding the origin of the Gullwings. These scenes are available to view if you rested at the Cabin in every chapter.





WANDERING FIENDS

ANOLE HP: 734 | AP: 1 | Gil: 70 Steal: Hi-Potion Drop: Hi-Potion FLAILING OCHU
HP: 9860 ; AP: 1 | Gil: 430
Steal: Remedy
Orop: Remedy

GUARDIAN BEAST HP: 2886† AP: 1 | f Gil: 200 Steal: Defense Veil Drop: Amulet GUCUMATZ HP: 3720† AP: 1 † Gil: 173 Steal: Soft (x2) Drop: Soft (x2)

HP: 8432 AP: 1 Gil: 200 Steal: Shadow Gem (x2) Drop: Stamina Tablet MYCOTOXIN
HP: 810 * AP: 1 F Gil: 83
Steal: Antidote (x2)
Drop: Antidote (x2)

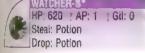
WATCHER-A*
HP: 624 ↑ AP: 1 ↑ Gil: 0
Steal: Potion
Drop: Potion

WATCHER-R*

HP: 62. 1 AP: 1 | Gil: 0

Steal: Potion

Drop: Potion



*Appears only before defeating the Machina Panzer boss on the Thunder Plains.

ITEM CHECKLIST-

Dispet Tonic (x3)
Phoenix Down (x4)



THE NEW INHABITANTS

Zanarkand is one of the easiest areas to visit at the start of Chapter 5. Also, if you gave the sphere to New Yevon during Chapter 2, it's important that you speak to Isaaru at Zanarkand before heading to Bevelle. If you completed the monkey soulmate quest before the ending of Chapter 3, monkeys have driven off all the tourists. Episode Complete! If you were unable to complete the monkey soulmate quest, then better luck in your next game.



Isaaru finally gives up the fourist frade and decides to lead a more reverent life

Maechen should be standing across from the Save Sphere. Speak to him and listen to his last story. Move toward the dome and speak with the former shopkeeper, then proceed toward the dome until you spot Isaaru on a higher ledge. Speak to Isaaru one last time. If you continue a short distance toward the dome, the party finds it sealed tight and you are offered an option to go directly back to the Save Sphere near the entrance of Zanarkand.



Mankeys have driven the tourists from the runs, completing the game-long quest to preserve the sanchty of Zanarkand.



WANDERING FIENDS

HP: 562 | AP: 1 | Gil: 33

Steal: Lunar Curtain Drop: Light Curtain

FLAME DRAGON HP: 980 ; AP: 1 ; Gil: 300 Steal: Hi-Potion

Drop: Red Ring SPINE DRAKE

HP: 2582 (AP: 1 |) Gil; 127 Steal: Arctic Wind Drop: Arctic Wind

WATCHER-S*
HP: 620 ; AP: 1 ; Gil: 0
| Steal: Potion
| Drop: Potion

CEPHALOTUS

HP: 1830 ° AP: 1 (Gil: 62 Steal: Echo Screen (x2) Drop: Echo Screen (x2)

HP: 2044 AP: 1 | Gil: 153 Steal: Lunar Curtain (x2)

Steal: Lunar Curtain (x2) Drop: Light Curtain (x2)

WARAN
HP: 1132 AP: 1 (m): 240
Steal: Dispel Tonic
Drop: Holy Water

Steal: None Drop: None

CHOCOBO

MALBORO HP: 5877 | AP: 1 | | Gil: 370 Steal: Hi-Potion

HP: 3890 ; AP: 0 ; Gil: 0

Steat: Hi-Potion Drop: Remedy (x2)

WAYCHER-A*
HP: 624 AP: 1 Gil: 0
Steal: Potion
Drop: Potion

3 HP: Ste

DOLMEN HP: 5320 † AP: 1 | † Gil; 320 Steal: Remedy (x2) Drop: Hi-Potion (x2)

OUREN COEURI.
HP: 3270 † AP: 1 † Gil: 330
Steal: Phoenix Down
Drop: Phoenix Down (x2)

WATCHER-R*
HP: 620 | AP: 1 | 7 Gil: 0
Steal: Potion
Drop: Potion

*Appears only before defeating the Machina Panzer boss at Thunder Plains.

ITEM CHECKLIST

Ether (x4)
Twilight Rain
Mega-Potion
Black Lore

War Buddy Sphere () X-Potion (x2) 3500 gil

> Free Sand Enemies



WAKKA'S GIFT

Follow Wakka to the temple entrance and speak to him again there. Head to the beach and say goodbye to Beclem, who gives you the **War Buddy Sphere**. As you make your way back to the village, you'll find Wakka pacing around the statue at the highest part of the road outside Besaid. Hand the sphere to Wakka, then follow him back to the village for a celebration. Episode Complete!

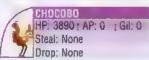


Turns out Becken isn't such a bad guy after all.

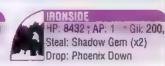


WANDERING FIENDS





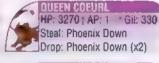




HP: 1020 ; AP: 1 ; Gil: 130 Steal: Ether Drop: Hi-Potion



LEAGUE WARRION*2
HP: 422 † AP: 1 † Gil: 120
Steal: Hi-Potion
Drop: Hi-Potion



TARDMAITÍ
HP: 1782 † AP: 1 † Gil. 280
Steal: Antidote (x2)
Drop: Star Pendant

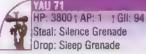


WATCHER-R*
HP: 620 1 AP: 1 1 Gil: 0
Steal: Potion
Drop: Potion



YEVON'S FINEST*1 HP: 1722 TAP: 1 TGII: 140 Steal: Holy Water Drop: HI-Potion





- *Appears only before defeating the Machina Panzer boss at Thunder Plains.
- *1. Appears only if the Awesome Sphere was given to the Youth League at the start of Chapter 2.
- *2. Appears only if the Awesome Sphere was given to New Yeron at the start of Chapter 2.

Mana Tablet (x2)

Remedy

Phoenix Down (x3)

Dispel Tonic

Star Curtain (x3)

Lunar Curtain (x3)

Light Curtain (x3)

3000 gil

Arcane Lore

Tricks of the Trade Garment Grid (

Invincible

Georapella Coins (x5)

X-Potion

Mega-Potion

Ether

Megalixir

Wall Ring

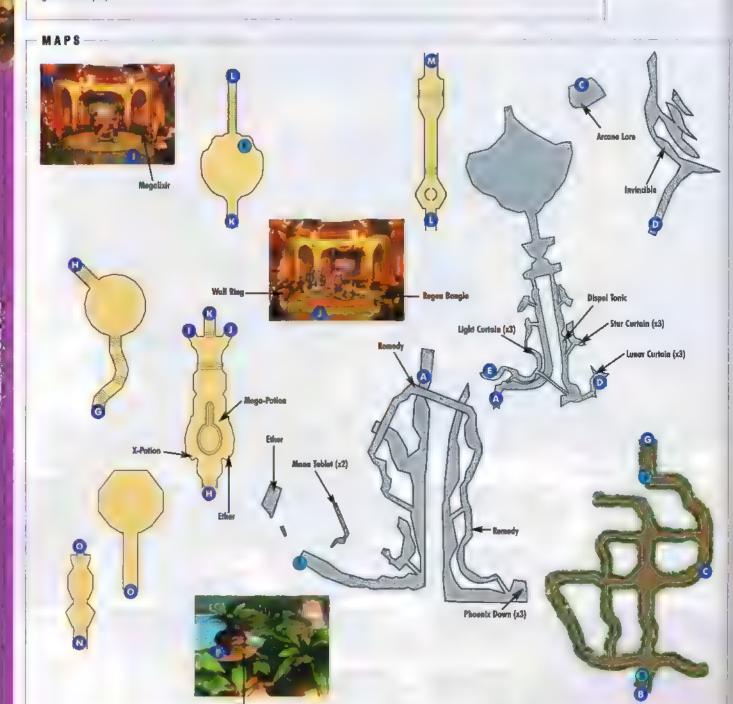
Regen Bangle

Cat's Bell

Ether (x2)

Turbo Ether (x2) or Samurai Dressphere

Wizard Bracelet



OPENING THE GATES

Head to the second portion of the port area, where the citizens are demanding that the guard open the gate and allow access to the temple. Run through the forest to the temple stairs, where Dona and Barthello reunite. Episode Complete!



KILIKA EXTRAS

There are several reasons to return to Kilika a second time after gaining the "Episode Complete." If you have and completed the quest to find the Squatter Monkeys in the woods, you may do so now. When ill 13 are discovered, speak to the woman in blue standing on the east dock in the first port area to receive the Chaos Maelstrom Garment Grid.



Kilika lemple is now a virtual storehouse of great items and accessories to collect

The temple is full of treasure chests containing valuable items and accessories. In the last chamber just before the Chamber of the Fayth, the chest in the center of the room holds the Samurai dressphere if you failed to obtain it during Chapter 3. If you did pick up the Samurai Dressphere previously, the chest holds a Turbo Ether (x2) instead.



Last chance to find those crazy monkeyst

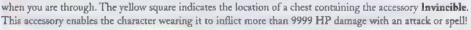
INVINCIBLE

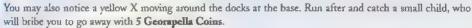
There is a secret item at Kilika that you can now obtain. During all the chapters, there is a man on the deck of the boat docked on the east side of the second port area who is observing the progress of the construction on the Youth League base with a sphere recorder. If you spoke to this man during each chapter and viewed the base through his sphere camera each time, speak to him again in Chapter 5. After viewing the base, the man offers to send you over to the base via a ferryman.



Use the Guide Map to locate the chest containing a powerful accessory

The only problem is, you must view the whole scene at the base through the lens of the sphere camera. Turn on the Guide Map if you've been playing with it off. On the guide map, you will notice a white X, which is the ferryman, who will take you back to the port







View the base three times. Once in Chapters 1, 3 and 5 to be offered a terry ride to the base.



ITEM CHECKLIST

Light Curtain (x3)







SEASON OF THE BLITZ

Blitzball becomes available when the Gullwings enter Luca for the first time during Chapter 5. Even for those who are familiar with the game from FINAL FANTASY X, there are a whole lot of new things to learn. Please refer to the "Blitzball" section in the "Mini-Games" chapter for more information.



On the bridge leading to the exit of Luca, move toward the edge of the balcony, just below the Save Sphere, to trigger a scene where Yuna discovers a moogle that no one else can see. Follow the moogle back through Luca to the stadium, and then to the west dock where a ship is harbored. When Yuna is finished reliving her memories, Episode Complete!



The invisible mongle leads Yana back through Luca to the docks



Bitabali is a challenging sport and a time-honored tradition in Luca



WANDERING FIENDS



SAMBUA
HP: 562 YAP: 1 YGil: 33
Steal: Lunar Curtain
Drop: Light Curtain

CEPHALOTUS

HP: 1830 † AP: 1 † Gil: 62

Steal: Echo Screen (x2)

Drop: Echo Screen (x2)

GREEPER
HP: 1974 † AP: 1 † Gil: 80
Steal: Hi-Potion
Orop: S-Bomb

EPITAPH HP:17433 † AP: 1 † Gil: 330 Steal: Remedy Drop: Remedy (x2)

HP: 1220 ; AP: 1 ; Gil: 125 Steal: Bomb Core Drop: Bomb Core HEXAPOD HP: 2805 ; AP: 1 ; Gil: 80 Steal: Hi-Potion Drop: L-Bomb HUG BUG HP: 2350 TAP: 1 TGH: 80 Steal: Hi-Potion Drop: M-Bomb

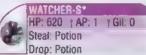
HP: 3444 7 AP: 1 7 Gil: 330 Steal: Hi-Potion Drop: None

HP: 810 | AP: 1 | FGil: 83 Steal: Antidote (x2) Drop: Antidote (x2) PEREGRINS
HP: 735 | AP: 1 | Gil: 44
Steal: Hi-Potion
Drop: Hi-Potion

OUSEN COEURL
HP: 3270 † AP: 1 † Gil: 330
Steal: Phoenix Down
Drop: Phoenix Down (x2)

WAYCHER-A*
HP: 624 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion



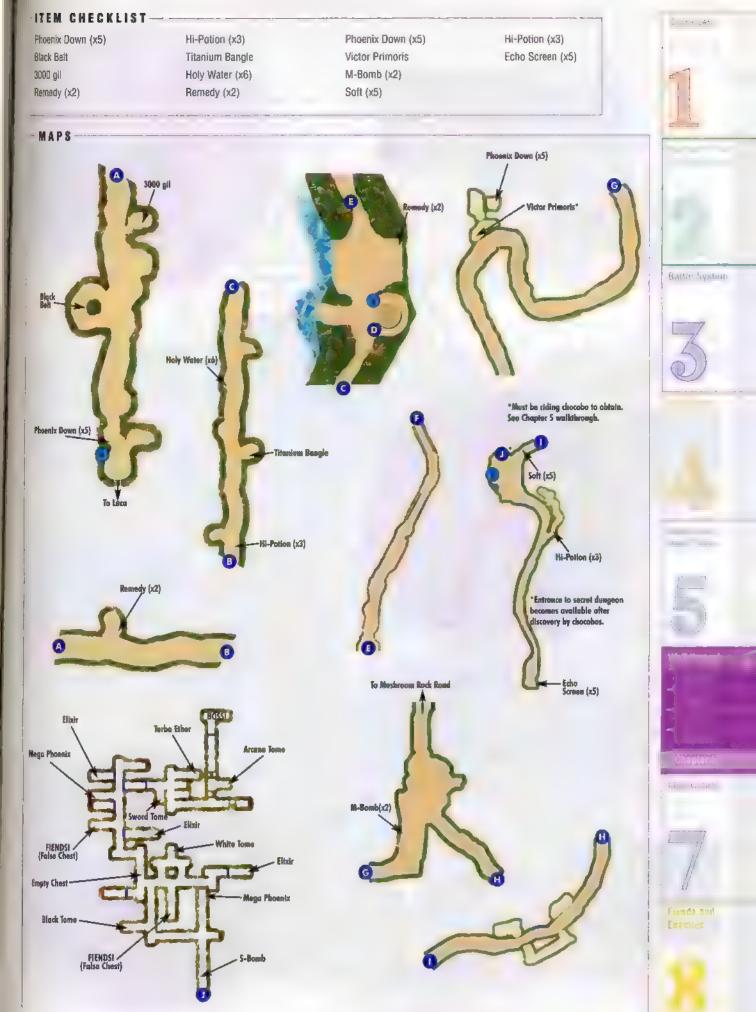


HP: 9338 | AP: 1 | Gil: 164 Steal: Phoenix Down Drop: Phoenix Down (x2)

HP:39857 AP: 1 Git:3500 Steal: Turbo Ether Top: Power Gloves

*Appears only before defeating the Machina Panzer boss at Thunder Plains.

THE RESERVOIND



Return to Mi'ihen via the airship or from the Luca entrance and a person will greet you. Rin is expecting you, and you can go directly to the Travel Agency. The clues you saw using the CommSpheres set up around Mi'ihen determine who's the culprit behind the recent incidents. Once Rin figures out the mystery, you can ride chocobos on the Mi'then Highroad. Once the scene is complete, you score an Episode Completel



HS had to 17, and this was a stock live reasoning and answer his questions carrectly

While riding a chocobo, you can open chests by pressing the X button, and you can also continue the Publicity and Matrimony campaigns if needed by pressing the Square button when speaking with the NPCs involved.

Next to the entrance is a chest containing S-Bombs. Stone walls have sealed off many of the passages in the tunnels, and you can blow them open with bombs. As you move through the passages, stand next to wall sections and watch Yuna's skirt carefully. When her skirt flaps as if rustled by a light breeze, it means you've found a wall that can be blown open. Once you find a wall to blast, you must not only choose the appropriate type of bomb, but you must plant the right number of bombs at the same time, or you will be unsuccessful at blowing through the wall. Most walls are soft enough to be destroyed by setting five S-Bombs. However, if you run out of S-Bombs,

switch to M-Bombs which are more powerful, or even L-Bombs, which are the most powerful of them all. The best way to obtain more bombs is by fighting fiends in random battles. Creepers, Hug Bugs, and Hexapods all drop bombs upon defeat. If a character using the Lady Luck dressphere manages to successfully Bribe one of these monsters, you can accumulate massive amounts of various bombs.



Set trombs on waits to open new passageways

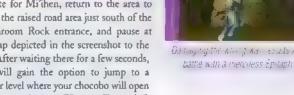
MI'IHEN'S FORGOTTEN TREASURES

After obtaining the Mission Complete for Mi'then, return to the area to gather items. Ride a chocobo through the raised road area just south of the



The Victor Primoris allows Pames Full Throttle dressphere to inflict more than 9999 HP damage

Mushroom Rock entrance, and pause at the gap depicted in the screenshot to the left. After waiting there for a few seconds, you will gain the option to jump to a higher level where your chocobo will open a chest to obtain a Phoenix Down (x5). Leave the area and return, then stand immobile in the gap for a few seconds again. This time, when you accept the option to go, the chocobo drops into the gorge to obtain the Victor Primoris.



THE FIEND COLONY

Just when you thought you've done every task imaginable on the Mi'then Highroad, along comes a new challenge. There is a secret dungeon that is available at Mi'ihen during Chapter 5. However, you can only access the dungeon if you assisted Clasko in setting up the Chocobo Ranch = the

Calm Lands. Visit Clasko and raise a few chocobos to level 5. When you dispatch a chocobo to search for treasure, it is more likely to return to Clasko's ranch depending on how many you have at Clasko's ranch. Dispatch one or more high-level chocobos to Mi'ihen Highroad to search for items. Check in with Clasko every once in a while to see if the chocobo you sent to Mi'hen has returned.



Disputer in the fire clusters, we to Minten in search of the mysternos



The dungeon entrance appears near the Save Sphere at the bottom of the gurge

When the chocobo you sent to Mi'ihen returns, Clasko reports to Yuna that a strange new portal was found near the site where the hover wrecked during Chapter 3. Return to Mi'ihen at that point to see a green cloud near the Save Sphere in the wide area at the bottom of the gorge. Enter the cloud to dive into the secret dungeon.



Dallagig to which has contained

Some of the walls in the tunnel are stronger and require more firepower to blow down. Strong walls are marked in blue on the map, and the strongest walls are marked in purple. Use five S-bombs blow down light blue walls, use five M-Bombs to blow down dark blue walls, and use nine L-Bombs to blow down purple walls. Avoid the walls marked in red, because they are trap walls. When you attempt to blow down these walls, you are forced to fight Epitaphs.

Blast through the tunnels and collect the awesome accessories located in the chests. Watch out for chests that contain fiends. It's possible that you will win extra items and bombs by blowing up walls with proficiency. The chances of obtaining items by destroying walls drops as you proceed further

in the cave. Also, don't equip a Charm Bangle. Instead, fight the insect-like fiends in the area to keep your bomb supplies going. When you reach the northernmost chamber, the boss of the fiend colony appears. After defeating the monster, you return back outside the colony with Ill the walls reset. Collect all the items before moving on to face the boss. Defeating the monster and



hamasik deitts await in the societ chambers trehind thin walls

clearing the fiend colony completely, nets a Font of Power Garment Grid.

MAP



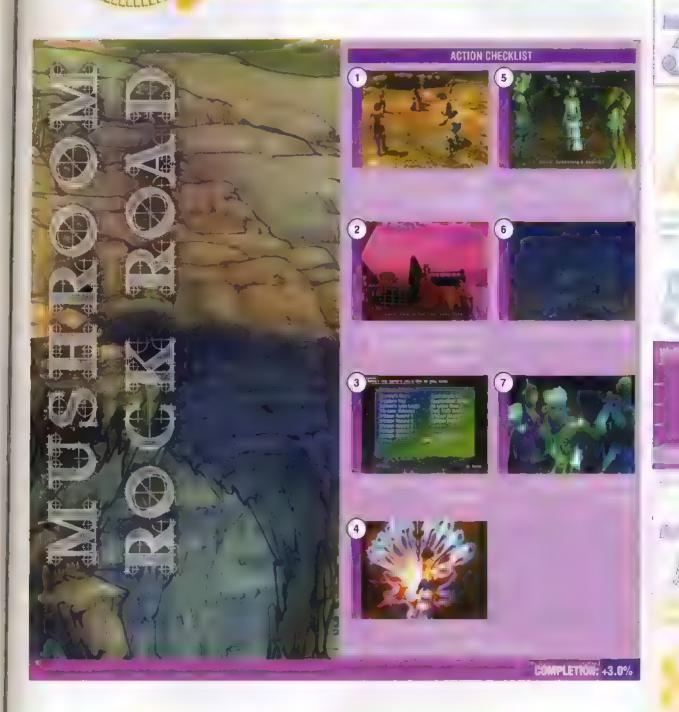
KING VERMIN!

The king of the colony is a creature that loves fire. It foves to use it and it foves to eat it. Equip your characters with accessories and Garment Grids with the Fire Eater ability, and King VERMIN! will handle all your healing for you when-

ever it tries to cast Firaga! Avoid casting fire spells or using fire-based attacks on the monster or you will heal it. King VERMIN! is not especially tough, so use your strongest Black

Mage spells and a Dark Knight's Darkness attack to take it out. Keep everyone's HP high by designating one person as a White Mage or Alchemist.

GIL DROPPED: 3500 PILFER GIL: 2000 **STEAL:** Normal: Turbo Ether Rare: Turbo Ether (x2) **DROP:** Normal: Power Gloves Rare: Power Gloves





HP:12220 PAP: 5 P Gil: 200 Steal: Nature's Lore Drop: Crystal Ball *

HP:14800 ; AP: 5 ; Gil:5000 Steal: White Lore Drop: Kaiser Knuckles A

HP:23800† AP:10† Gil:30000 Steal: Arcane Lore Drop: Magical Dances Vol. I

*Appears before defeating the Machina Panzer boss at Thunder Plains.



Mega-Potion 2500 oil Turbo Ether (x3)

Elixir

Elixir

Machina Booster

Crystal Bangle

Nooj's Sphere 🐠



100

WAR: NOW FOR FUN AND EXERCISE

If you sided with the Youth League, speak to members at the entrance of Mushroom Rock Road, Restless now that the thought of impending war has subsided, the warriors desire a challenge. When ready, speak to Yaibal to accept a challenge against the first group of contenders from the Youth League. Follow Lucil through Mushroom Rock Road, encountering sets of Youth League soldiers at various points. You must fight six sets of Youth League soldiers, and Elma is in the final set. When you clear all six, you must fight Lucil. After that, Episode Complete!



Remember to use items to recover between each set of League warriors

LUCIL

Lucil isn't too difficult to fight at this extremely late stage of the game. Take down her HP quickly with your strongest spells and attacks (such as a Dark Knight's Darkness ability). The real challenge is that Lucil will attempt to cast Doom on each party member in fairly rapid succession. For this reason, take her down quickly to avoid death, although an Alchemist with the Mega-



Phoenix Stash ability should be able to recover the party if needed

GIL DROPPED: 220 PILFER GIL: 3000

STEAL: Normal: Chocobo Feather Rare: Chocobo Feather (x2)

DROP: Normal: Circlet Rare: Circlet



nott System

ALL ACCESS AT MUSHROOM ROCK

The Gullwings return to the Celsius automatically when the last mission at Mushroom Rock is complete. Return to the area and navigate around, collecting the items contained in the chests in the ravine ■ well ■ near the headquarters. You can now enter the headquarters and move about. Meet Lucil on the rear observatory area, and she will give you Nooj's Sphere. Return to the Celsius and view the recording on the sphere, titled "Deathseeker,"



With access to all parts of Youth League HO, speak to Lucil on the rear balcony to receive a new sphere.

OPEN THE DEN OF WOE

Upon collecting the last two Crimson Spheres during Chapter 5, return to the Den of Woe in the gorge and examine the door. There are no items inside the Den, so proceed directly east to the large area. When the pyreflies overwhelm the party with their feelings, Yuna must take on each of her friends in separate single-character duels. Before taking on this short quest, it is strongly recommended that you equip Yuna with the Thief dressphere or the Treasure Hunt Garment Grid bearing the Mug ability, as your pyreflyinfected allies have some really good accessories to steal. Because Yuna will be fighting alone, boost her Defense by equipping accessories and Garment Grids to maximize her status.



All 10 Crimson Spheres will open the door to the Deri of Woe.

RIKKU

Rikku fights just as hard and fast as any thief would. Snatch her valuable items and knock her down fast with your most fearsome attacks. Use Hi-Potions to recover if needed.



GIL DROPPED: 200 PILFER GIL: 3000

STEAL: Normal: Bushido Lore Rare: Bushido Lore DROP: Normal: Black Lore Rare; Black Lore

PAINE

Paine's attacks are slightly more powerful than Rikku's, so don't hesitate to use an X-Potion to recover if needed. Attack her quickly and mercilessly with your most powerful skills, and she should succumb almost as quickly as Rikku does.



GIL DROPPED: 200 PILFER GIL: 300

STEAL: Normal: Sword Lore Rare: Sword Lore DROP: Normal: Champion Belt Rare: Champion Belt

BARALAI

The pyreflies have done a good job of creating an illusion of Baralai, because this battle will greatly remind you of the encounter at Bevelle. Baralai uses new attacks to drain MP and silence spellcasters, so it will be extremely difficult to rely on magic. Heal every round in preparation to survive his swinging staff attacks. Attack quickly and furiously with your best physical assaults.



GIL DROPPED: 200 PILFER GIL: 300 STEAL: Normal: Nature's Lore Rare: Nature's Lore DROP: Normal: Crystal Ball Rare: Crystal Ball

GIPPAL

All in all, fighting Gippal is a lot like fighting Baralai with a few exceptions. Spell-casting should prove more effective against Gippal. Although he inflicts Silence with Hush

Grenade attacks, he does so infrequently. Have an Alchemist or White Mage heal on each turn, because Gippal frequently causes lots of damage to the entire party with his attacks. As his HP drops, he performs Bullseye more frequently and also causes lots of damage with Mortar. Basically, you need to take him from 5000 HP to 0 HP in as little a time as possible. Use strong attacks like



Flare spells and a Dark Knight's Darkness ability. Whatever you do, pilfer gif from Gippal before the end of the battle, because nabbing up to 15000 gif in one shot is pretty nice.

GIL DROPPED: 5000 PILFER GIL: 15000 STEAL: Normal: White Lore Rare: White Lore

DROP: Normal: Magical Dances, Vol. | Rare: Magical Dances, Vol. |

NOOJ

A healer should be working overtime yet again as you enter this battle. Nooj uses devastating gun attacks that can cause more than 1500 HP damage to a single character, and his Greedy Aura ability will siphon MP from M your charac-

ters once. Like the other shadows before, spell-casting will be difficult. Take down Nooj with your strongest attacks such on Dark Knight's Darkness ability, or the regular attacks of the Samurai, Berserker, or Warrior. Also, use the Pilfer Gil ability, considering how much money



in the section of

Galtin System

you stand to make in a single swipe. Keep the entire party's HP high throughout the battle, because when Nooj drops below 3000 HP, he begins performing a rather nasty attack that can cause 5000 HP damage to your entire party. Anyone who survives this attack should use a Mega Phoenix immediately, followed by a Mega-Potion.

GIL DROPPED: 30000 PILFER GIL: 20000 STEAL: Normal: Arcane Lore Rare: Arcane Lore

DROP: Normal: Magical Dances, Vol. I Rare: Magical Dances, Vol. I



WANDERING FIENDS

ARCHAEOTHYRIS
HP: 1332 | AP: 1 | Gil: 110
Steal: Eye Drops (x2)

ASSASSIN BEE HP: 233 | AP: 1 | Gil: 48

Steal: Antidote Drop: Antidote



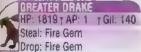
CHOCOBO HP. 3890 ; AP: 0 ; Gil: 0

Steal: None Drop: None



DOLMEN

HP: 5320 † AP: 1 ; Gil: 320 Steal: Remedy (x2) Drop: Hi-Potion (x2)

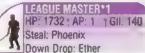


Drop: Eye Drops (x2)

4

LEAGUE MAGE*1 HP: 1020 ; AP: 1 | † GII: 130

Steal: Ether Drop: Hi-Potion





LEAGUE SLASHER*1 HP: 1650 ; AP: 1 FGII; 140 Steal: M-Bomb Drop:

LEAGUE VETERAN*1 HP: 1720 † AP: 1 | F Gil: 100 Steat: M-Bomb Drop: Hi-Potion



HP: 422 | AP: 1 | GII: 120

HP! 422 † AP; 1 † Gil; 12 Steal: Hi-Potion Drop: Hi-Potion



HP: 3444 : AP. 1 ; Gil: 330

Steat: Hi-Potion Drop: None



HP:12850 · AP: 1 | Gil: 530 Steal: Phoenix Down (x2) Drop: Phoenix Down (x2)





WATCHER-A* HP: 624 | AP: 1 | Gif; 0

Steal: Potion Drop: Potion

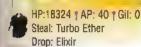


WATCHER-R*
HP: 620 ; AP: 1 ; Gil: 0
Steal: Potion



WATCHER-S*
HP: 620 | AP: 1 | Gil: 0

Steal: Potion Drop: Potion

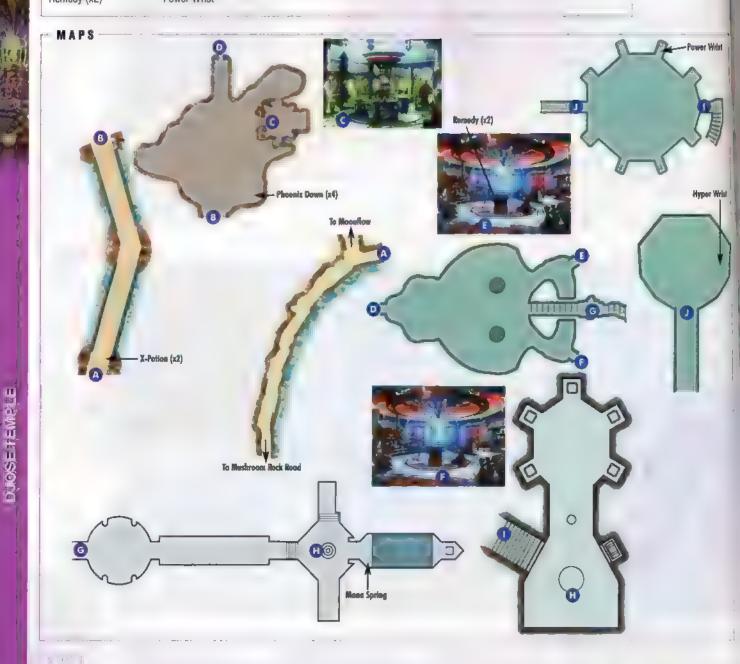


*Appears before defeating the Machina Panzer boss at Thunder Plains.

*1. Appears only if the Awesome Sphere was given to New Yevon at the start of Chapter 2.

X-Potion (x2) Remedy (x2)

Soul Spring **Power Wrist**



THE AL BHED'S TECHNICAL CHALLENGE

Enter the temple and the Al Bhed will encourage you to challenge the new machine they've assembled. To complete the episode at Djose, you must defeat the machine once at its initial levels, then defeat it again when the machine is at its highest levels. The levels of the Experiment are dependent on the number of machina assembly items excavated from Bikanel Desert. Defeat the boss at its highest level to obtain an Episode Complete and the Magical Dances, Vol. II, which enables a Songstress to learn Magical Masque.

RAISING THE EXPERIMENT'S LEVEL

As stated, the Attack, Defense and Special levels of the Experiment are dependent on the number of machina assembly items dug up in the Bikanel Desert. To obtain an Episode Complete! at Djose, fight the Experiment once in its weaker form, then fight it again when all levels have reached level 5. For this reason, it is important to not dig too often at Bikanel Desert until Chapter 5.



The technician displays the levels of the Experiment before you light the machine at the Chamber of the Fayth



The Al Bheil are just dying to find wor thy adversaries to lest out their new machine.



Remember that you can view the parts you've acquired through digging by checking the kiask in the south chamber inside Djose Temple.

After defeating the Experiment the first time, head to Bikanel and begin digging for Attack Assembly, Defense Assembly, and Special Assembly items of the A, S, and Z varieties. The game gives various points each time you find one of these items, and the points are each tallied to determine the level of the Experiment's Attack, Defense, and Special. For instance, if you have 1 Attack Assembly Z, 6 Attack Assembly S

and 8 Attack Assembly Z, then multiply each quantity by the number of points it's worth denoted in the points table (refer to the right) to get the equation $(1 \times 5) + (6 \times 3) + 8$, which equals a total of 31 points. Referring to the status level table, you can see that 31 points brings the Experiment's Attack level up to level 4. Just find a few more parts, and the Experiment's Attack level should reach the maximum of level 5.

POINTS PER ASSEMBLY TYPE		
TYPE	POINTS	
Z	5	
S	3	
A	1	

STATUS LEVEL PER POINT RANGE		
POINTS	LEVEL	
0-3	1	
4-9	2	
10 - 19	3	
20 - 37	N 4	
38+	1 5	

REPAIRING THE EXPERIMENT

Before you can take on the Experiment again, you must help the Al Bhed get their machine back in shape. After you defeat the Experiment once, key items called repair manuals can be found by talking to certain individuals and by searching other places around Spira. Upon obtaining a repair manual, return to the Chamber of the Fayth at Djose and give it to the technician standing next to the Experiment. The machine will be repaired immediately and you can fight it again.

Each time you want to fight the Experiment, you'll need another repair manual. Conserve your manuals wisely, because only five are available in the whole game. The repair manuals are located in the following places:



Rattle Lysteni

Repair manuals enable you la take on the Experiment again, but you only get five more chances

- Speak to the man in the room with all the pedestals on the second floor of Djose Temple. When he asks for the password, enter "MARNELA". He will give you the repair manual in return.
- Speak to the man seated on the floor in the north chamber inside Djose Temple.
- There are three monkeys jumping up and down in the area behind the reception building outside Djose Temple. When all three monkeys jump at the exact same time, press the X button to receive a repair manual.
- At the north end of the Mi'ihen Highroad, near the entrance to Mushroom Rock Road, there is a machina standing between Prophet and some empty wagons. Examine the machina to receive a repair manual.
- In the secret dungeon at the Calm Lands (explained in the Calm Lands section), there is a chest that contains a repair manual at the opposite end of the dungeon from the starting point.

EXPERIMENT

The difficulty of this boss is determined by the Attack, Defense, and Special levels listed by the At Bhed technician before this battle. The Attack level indicates how badly the physical blows and rocket attacks of the machina will damage your characters. At level 5, these attacks are devastating but your party can quickly recover if a White Mage casts Curaga on the entire party, or if an Alchemist mixes a Mega-Potion. The Special level of the Experiment determines which attacks it will use in battle. At

level 5, Lifeslicer will kill one of your characters instantly by doing damage equivalent to the character's HP. You can-



not protect against this attack, but since the Experiment cannot perform it frequently, you can recover easily by using a Phoenix Down. When the Experiment's Defense is at level 5, your normal attacks and even spells will do less than half their normal damage. The best ways to damage the Experiment effectively are with a Dark Knight's Darkness ability, or with a Gunner's Cheap Shot or Tableturner ability. Therefore, the best party will include at least one Dark Knight and one Gunner, with the third person functioning as a healer. Use the listed attacks repeatedly until the Experiment finally crumbles.

GIL DROPPED: 0 PILFER GIL: 5000 STEAL: Normal: Turbo Ether Rare: Turbo Ether

DROP: Normal: Elixir Rare: Elixir





BALIVARHA HP: 3688 † AP: 1 † Gil: 230 Steal: Hi-Potion (x2) Drop: Fire Gem

HP: 562 | AP: 1 | Gil: 33 Steal: Lunar Curtain Drop: Light Curtain 8LACKGUARD HP: 760 | AP: 1 | Gil: 42 Steal: Phoenix Down Drop: Potion

CHOCOSO
HP: 3890 † AP: 0 † Gil: D
Steal: None
Drop: None

FLAN BLANGO HP: 625 † AP: 1 † Gil: 72 Steal: Arctic Wind Drop: Arctic Wind HP: 1480 † AP: 1 † Gil: 250 Steal: Grenade Drop: Potion (x2) SHELL SHOCKER
HP: 4700 † AP: 1 † Gil: 780
Steal: Iron Bangle
Drop: Black Ring

TAROMATI
HP: 1782 † AP: 1 | Gil: 280
Steal: Antidote (x2)
Drop: Star Pendant

HP: 1132 (AP: 1) Gil: 240 Steal; Dispel Tonic Drop: Holy Water

VARAN

WATCHER-A*
HP: 624 † AP: 1 † Gil: 0
Steal: Potion
Drop: Potion

WATCHER-R*
HP: 620 ↑ AP: 1 ↑ Gil: 0
Steal: Potion
Drop: Potion

WAYGHER S
HP: 620 1 AP: 1 7 Gil: 0
Steal: Potion
Drop: Potion

*Appears before defeating the Machina Panzer boss at Thunder Plains.

MUSIC BY THE MOONFLOW BANKS

Obtaining an Episode Complete! at the Moonflow is a game-long task. If you failed to complete all of the Moonflow missions and the musician gathering mission at Macalania, all you can do is watch Tobli's final show. However, if you completed all the missions at Moonflow, sold all 10 tickets and gathered the musicians from Macalania, Tobli's show draws a larger crowd. Speak to Tobli and agree to participate in the show. While you watch, you can change the camera angle to view the girls sitting in their various positions onstage. Press the Circle button when done to see the Episode Complete! indicator.

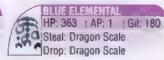


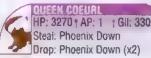
Check in with Tobli to see if you've done enough to deserve an Episode Complete!



ARCHAEOTHYRIS
HP: 1332 | AP: 1 | Gil: 110
Steal: Eye Drops (x2)
Drop: Eye Drops (x2)

HP: 1342 AP: 1 Gil: 110 Steal: Hi-Potion Drop: Hi-Potion







Best Note:

ITEM CHECKLIST

Baralai's Sphere

Key to Success, Crystal Ball or Kaiser Knuckles *

Tempered Will Garment Grid ()

*Dependent upon Moonflow events.

RETURN OF THE GUADO

If you defeated Garik Ronso at Mt. Gagazet and gathered the musicians in Macalania Woods, the Guado will have now returned to Guadosalam. Join the troupe in the central area, and speak to Tromell a second time to receive an "Episode Complete!"



If you was end in thinking the Gaddus return to their home, then its Episode Completel for your

THE GUADO'S MEMORIES

Return to Guadosalam a second time and speak to Tromell outside the door that won't open. You can now go inside the house that has been locked throughout the entire game and speak to a Guado youth. If you previously advised Lian and Ayde on the Thunder Plains, he will speak of meeting them and turn over the Tempered Will Garment Grid. In a chest inside this room is

Baralai's Sphere. Return to the Celsius and speak with Shinra to view the sphere, which contains some rather shocking revelations about the practor.



The Guardo are limals, leady to share their long-kept secrets

A GIFT LEFT BY TOBLI

Inside Tobli's house, a chest contains a valuable item. The item in the chest changes depending on whether you completed all of the missions at the Moonflow perfectly, and whether you defeated Garik at Mt. Gagazet during Chapter 3. If you did not complete the mission at Gagazet during Chapter 3, but successfully competed all the Moonflow missions, the item will be the **Key to Success** accessory. If you complet-

ed the Ronso Youth uprising mission as well as all the moonflow missions, the item will be a Kaiser Knuckles accessory. If you defeated Garik but did not complete the Moonflow missions perfectly, the item will be a Crystal Ball. The Key to Success is one of the best accessories in the game, which may make you question your decision to suppress the Ronso Youth uprising.

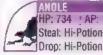


The dem tound at Tobbs house changes depending on your actions at the Moontlow and Mt. Gagazet.

EMARGSALAM-ITEM SHOP (CHAPTER 5)		
ITEM	COST	
Potion	50	
Antidote	50	
Eye Drops	N .	
Echo Screen	50	
Soft	50	
Holy Water	300	
Pearl Necklace	4000	
Favorite Outfit	4000	
Angel Earrings	5000	
Gold Anklet	5000	
Mute Shock	15000	
Dream Shock	15000	
Blind Shock	15000	
Venom Shock	15000	







HP: 734 AP: 1 Gil: 79 Steal: Hi-Potion



ARCHAEOTHYRIS HP: 1332 ; AP: 1 ; Gil: 110 Steal: Eye Drops (x2) Drop: Eye Drops (x2)



ARMET HP: 788 + AP: 1 + Gil: 74 Steal: Lunar Curtain Drop: Light Curtain



ASSASSIN BEE HP: 233 + AP: 1 + Gil: 48 Steal: Antidote Drop: Antidate



BALIVARHA HP: 3688 | AP: 1 | Gil: 230 Steal: Hi-Potion (x2) Drop: Fire Gem



BARBUTA HP: 562 | AP: 1 | Gil: 33 Steal: Lunar Curtain Orop: Light Curtain



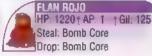
BLUE ELEMENTAL HP: 363 † AP: 1 † Gil: 180 Steal: Dragon Scale Drop: Dragon Scale



HP: 623 + AP: 1 * GH, 130 Steal: Lightning Marble Drop: Hi-Petion



CHOCOBO HP: 3890 | AP: 0 | GIL: 0 Steal: None Drop: None



Steal: Bomb Core Drop: Bomb Core MALBORO



HP: 2044 | AP: 1 | | Gil: 153 Steal: Lunar Curtain (x2) Drop: Light Curtain (x2)



HP: 2290 : AP: 1 + GH: 180 Steal: Hi-Potion Drop: None



HP: 8432 : AP: 1 : Git. 200 Steal: Shadow Gem (x2) Drop: Stamina Tablet



VARAN

HP: 5877 r AP: 1 r Gil: 370 Steal: Hi-Potion Drop: Remedy (x2)



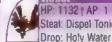
RHYOS HP: 4360 | AP: 1 | Gil: 310 Steal: Lightning Gem **Drop: Lightning Gem**



SPINE DRAKE HP: 2582 † AP: 1, † Gil: 127 Steal: Arctic Wind



ITIAMORAT HP: 1782 † AP: 1 | Gil: 280 Steal: Antidote (x2) Drop: Star Pendant



HP: 1132 * AP: 1 * Gil: 240 Steat: Dispet Tonic



NATCHER-A* HP: 624 | AP: 1 | Gil; 0 Steal: Potion Drop: Potion



VATCHER-R* HP: 620 | AP: 1 | Gil: 0 Steal: Potion



NATCHER-S* HP: 620 TAP: 1 TGil: 1 Steal: Potion Drop: Potion



HP: 4477 † AP: 1 | † Gil: 180 Steal: M-Bomb Drop: Silence Grenade

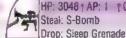


HP: 4222 AP: 1 Gil: 180: Steal: M-Bomb Drop: Darkness Grenade

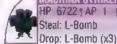
KILLER MACHINA



MACHINA LEADER HP: 2774 | AP: 1 | Git: 120



MACHINA SOLDIER HP: 3048 + AP: 1 + Gil: 120 Steal: S-Bomb



MACHINA STRIKER HP 6722 | AP: 1 | Gil: 400 Steal: L-Bomb



HP: 27772 † AP: 1 † Gil: 550 Steal: Hi-Potion (x2) Drop: Hi-Potion (x4)



HP:30500 † AP:10 † Gil:10000 Steal: Oath Veil Drop: Crystal Bangle

*Appears before defeating the Machina Panzer boss at Thunder Plains.

ITEM CHECKLIST-

Remedy

X-Potion (x2)

Ochre Ring

Budget Grenade (x2)

Turbo Ether (x2)

Sleep Grenade (x2)

Vallant Lustre Garment Grid (8)

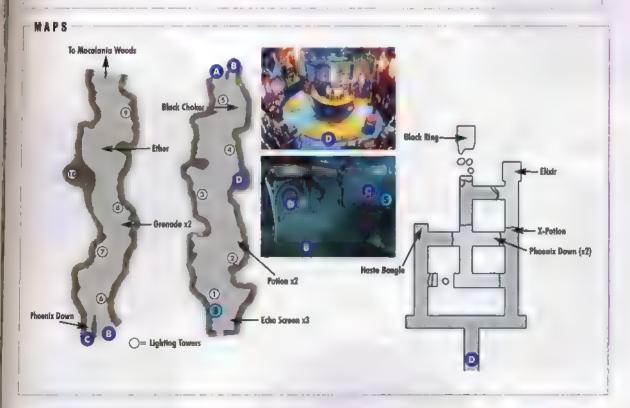
Diamond Gloves

Hyper Wrist Mystery Veil Talisman Corpus Invictus

Nature's Lore

Salvation Promised Garment Grid

Force of Nature



CALIBRATION CRISIS

Fiends are attacking the lightning towers on the Thunder Plains. To complete this mission, run up to each Rhyos and engage it in battle. After defeating each creature, a treasure chest appears next to its corresponding lightning tower. The content of each chest depends on your highest score in calibrating each lightning tower during Chapters 2 and 3. For example, when you defeat the Rhyos near tower 1, the item is an Elixir if you managed to calibrate the tower with a score of 30. If your highest score is 5, you only receive an Ether. Use the table to determine what prizes are available for each chest.



It's time to reap the rewards of your efforts in calibrating those towers.

LIGHTNING TOWER ITEMS FOUND IN CHESTS LEFT BY RHYOS ENEMIES					
TOWER	PRIZES PER	R NUMBER OF C	ALIBRATIONS		
	0 - 5	6 - 14	15 - 24	25 - 29	30
1	Ether	Ether (x2)	Turbo Ether	Turbo Ether (x2)	Elixir
2	X-Potion	Mega-Potion (x2)	Elíxir	Elixir	Megalixir
3	Mega Phoenix	Mega Phoenix	Elixir	Elixir	Megalixir
4	Power Wrist	Black Belt	Hyper Wrist	Power Glove	Champion Belt
5	Silver Bracer	Hypno Crown	Gold Bracer	Pixie Dust	Regal Crown
6	Yellow Ring	Lightning Gleam	NulShock Ring	Ochre Ring	Electrocutioner
7	Blue Ring	Watery Gleam	NulTide Ring	Cerulean Ring	Short Circuit
8	Red Ring	Fiery Gleam	NulBlaze Ring	Crimson Ring	Freezerburn
9	White Ring	Icy Gleam	NulFrost Ring	Snow Ring	Sublimator
10	Tetra Band	Tetra Gloves	Tetra Guard	Tetra Bracelet	Ribbon



Sathe System

Frends and Enormies

LEADER OF THE PACK

When you've defeated the enemies standing next to nine of the lightning towers, the girls notice that the lighting continues to strike. There's a tenth tower across a stream on the west side of the north plains area (Tower 10 from the calibration mini-game). Run back toward the Travel Agency, moving along the west side of the area, until the Gullwings notice the tower they haven't checked yet. Make sure the party is at full HP and MP and ready to fight before checking out this tower, because a powerful boss protects it.



Move toward the red arrow on the onscreen map \$\mathbb{m}\$ locate the lenth tower.

HUMBABA

BOSS

FIGH

The key to victory in this battle is to have one character as a White Mage and use that party member to heal, while the others use Black Mage spells or special attacks to damage the boss. A White Mage will probably need to equip an item that raises her MP substantially. Have the White Mage cast Protect and Shell to reduce both physical and magical

damage. Cast Cure type spells as necessary to keep the party going. Whenever the Humbaba casts Mighty Guard, cast Dispel to remove a few of the positive effects the creature has given itself. Here Ethers as presided to leave your Mister Many parties of

itself. Use Ethers as needed to keep your White Mage casting spells throughout the battle.

GIL DROPPED: 550 PILFER GIL: 1800 STEAL: Normal: Hi-Potion (x2) Rare: Ether

OROP: Normal: Hi-Potion (x4) Rare: NulShock Ring

While your White Mage keeps everyone healthy, you'll need two characters who can cause heavy damage to the boss in spite of its raised defense. A Dark Knight and a Gunner can damage the Humbaba significantly with their Darkness and Cheap Shot abilities, respectively. Avoid the use of lightning attacks, which the fiend likes to absorb to replenish its HP. The important part of this battle is to keep everyone's HP as high as possible. When the Humbaba dies, it attempts to take your party with it by casting Meteor. If your party members' HP are low, they might die at the end of the battle.



SECRET CAVE OF THE THUNDER PLAINS

Following the boss fight, a hole appears at the base of one of the lightning towers and an Al Bhed offers to take you into the hole. This leads to a secret cave below the Thunder Plains. First, grab the item from the chest that the Humbaba left behind, equip all your characters to protect them from Poison and Thunder magic, and then speak to the Al Bhed again.



Follow the red arrow on the un-screen map in Cid's Invation.

If you previously spoke to Cid at Zanarkand during Chapter 1 and told him that you were unhappy with his new business, then spoke to him again on the Thunder Plains, Cid will be in the cave. His position is represented on the on-screen map by a red arrow. Move down the long passage to the first opening on the right, and follow that passage south to the very bottom of the area. Head east and an up the next passage on the left to find Cid. Unfortunately, he is being stalked by a very powerful foe. Upon defeating this powerful foe, you receive an Episode Complete!



An Al Bhed effets to Jeover you to the strange new hole that has opened on the Thunder Plains

MACHINA PANZER

The three Watchers appearing with the boss act as informants, relaying the information they've observed during your battles all across Spira. Using this info, the enemies will lock up your abilities to prevent you from using special attacks and abilities. The

Machina Panzer will then mimic these abilities and use them to

defeat your party. Watcher-A will lock any attack abilities used during battles, while Watcher-R will lock up any

recovery abilities used when it was present in any battle, and Watcher-S will lock up special attacks

used while it was present. However, if you maintained a steady habit of eliminating Watcher enemies first in every battle, they will have little to report and you will have an easier time using your abilities without fear of the Machina Panzer locking and mimicking them. Even if one of the Watchers can lock action, just defeat it quickly before it gets a chance to report and scramble your abilities.

GIL DROPPED: 10000 PILFER GIL: 2500 STEAL: Normal: Oath Veil Rare: Oath Vell

DROP: Normal: Crystal Bangle Rare: Crystal Bangle

Even alone, without any abilities to mimic, the Machina Panzer is no slouch. Its "Gatling Gun" and "Sorcery Ray" attacks force you to heal the entire party frequently, and II will recover HP if lightning magic is used on it. The boss can be afflicted with the Slow status, so have a Songstress use the Slow Dance ability every turn.

Otherwise, you should be able to strike this boss swiftly with your strongest spells.



THUNDER PLAINS PUZZLE CAVERN

Now that you've rescued Cid, the secret cave at the Thunder Plains features a challenging puzzle. As you've probably noticed, the cave is full of tough machina and random encounters occur quite often. The cave is a place where you can level up your characters and learn abilities in no time. However, while attempting to solve the puzzle, it is in your best interests to equip a Charm Bangle to prevent random encounters. Not only will this enable you to maintain a stronger concentration, but it will also make the puzzle easier to solve.



You can only open one of the chests that appear. With any luck, the chest you choose will open the next door

Get something to write on, because you'll need to remember and add up a lot of numbers. Upon entering the cave, a brief explanation follows. The first of many key numbers appears in the lower-right corner of the screen. The top number is yellow indicates the number of the next secret door where you can use the key number. The number in white is

the first of two key numbers that you must add together to determine the password for the secret door. Make a note of the door number and the key number, because you may be asked for this information later. After the key number disappears, two chests appear. You can only open one of the chests and then both will disappear. Opening the chest either reveals a helpful hint, opens the next door, or does nothing.

After viewing a key number, the secret door that you can use it on is highlighted on the on-screen map with a red arrow. Proceed to the

secret door and examine it. More key numbers will appear on-screen. This time, the key number in the upper-left corner is the second key number for the door you are standing in front of. You must add the first and second key numbers to determine the passcode. In the bottom-right corner, the first key number for the next door you can open appears. Jot down the key number, as well as the number of the door it opens. Now add the first key number and the second key number together and input the sum to open the door. Be sure to jot down the sum total before proceeding, because you may be asked for this information to open another door.

When you open a secret door, two chests appear. Again, you can open one of the chests for a chance to obtain a helpful hint or even open the next door. If you're lucky enough to open the next secret door, the passcode that would have opened the door is displayed. Make a note of this number, because you may be asked to use it to open another door somewhere else.



Make notes of the key numbers provid-

at throughout this maze

Add the lare key numbers together and input the sum when examining the proper door.









Use the special waits at the finit corners of the maze to track your progress

Sometimes when a key number is displayed, it will appear as a math problem such as 56732 + 4532. You must add these two numbers together, then add the second key number(s) to these to open the next door. Sometimes the key numbers will not be displayed as integers. Instead of the key number, you may receive a clue such as "Amount of gil earned between entry and door 10" or "Number of battles since entry." These numbers can be looked up on the special walls in the three corners of the maze. The wall in the northeast corner keeps a record of how much gil you've earned from random battles since entering the maze. The wall in the southeast corner keeps track of the codes of every door you've opened thus far, and the one in the southwest corner keeps track of the number of battles you've fought since opening each door. However, if you enter the maze with a Charm Bangle equipped to prevent battles, then the amount of gil and the number of battles fought will always be 0. This is the best way to approach this puzzle, since it means there will be fewer numbers to remember.

Once you open all 16 doors, exit the cave and return for a second round. When you solve this puzzle twice, a chest appears in the north corridor that contains the Force of Nature accessory.



WANDERING FIENDS

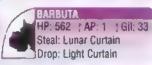
AMORPHOUS GEL HP: 973 † AP: 1 † Gil: 380-Steal: White Ring Drop: Blue Ring

DEEP HAIZHE HP: 1030 | AP: 1 | Gil: 40 Steal: Gold Anklet Drop: Hi-Potion

PROTEAN GEL HP: 6680 1 AP: 1 1 GH: 380 Steal: Blue Ring

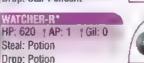
Drop: White Ring

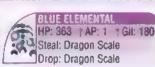
ATCHER-A HP: 624 | AP: 1 * Git: 0 Steal: Potion Drop: Potion



DINICTUS HP: 1873 * AP: 1 * Gil: 88 Steal: Water Gem Drop: Water Gem

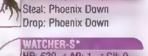
TAROMAITI Steal: Antidote (x2) Drop: Star Pendant



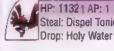


FLAN BLANCO HP: 625 | AP: 1 | Gil: 72 Steal: Arctic Wind **Drop: Arctic Wind**

TENTACLES. HP: 2530 ; AP: 1 ; Gil: 95 Steal: Phoenix Down



Drop: Potion



Drop: None HP: 1132 | AP: 1 | Gil: 240 Steal: Dispel Tonic

HP: 3444 | AP: 1 | Gil: 330

HP: 3890 † AP: 0 | † Gil; 0

CHOCOBO

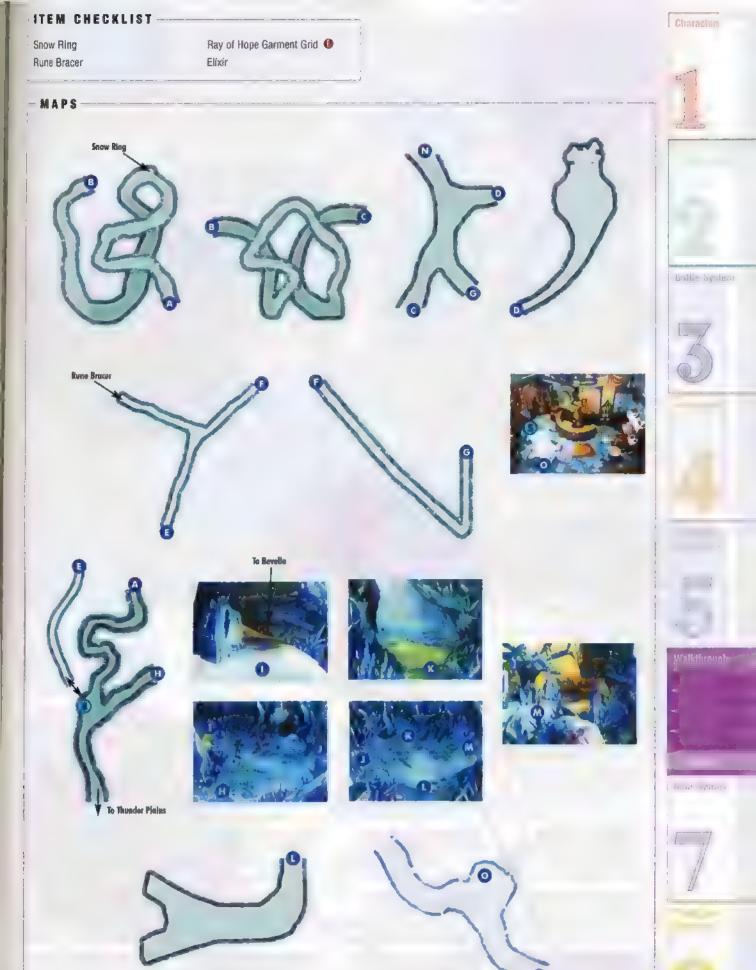
Steal: None

Drop: None

Steal: Hi-Potion

HP: 620 * AP: 1 * Gil: 0 Steal: Potion

*Appears before defeating the Machina Panzer boss at Thunder Plains.



Return to the Sphere Spring, where your first meeting with Tromell took place. If you previously completed the missions to defeat Garik Ronso and to gather the musicians of Macalania, only a lone Guado will be standing off to the left at the rear of the area. Speak to this person to trigger an event, then head back to the entrance of the forest, continue east, and visit the other spring. Yuna asks for a moment alone, and then you'll receive an Episode Complete! and the Ray of Hope Garment Grid.



Find the last remaining Guado in the forest to trigger the first of the last two events.

O'AKA'S TRIUMPHANT RETURN A second "Episode Complete!" is available at Macalania. If you previously rescued

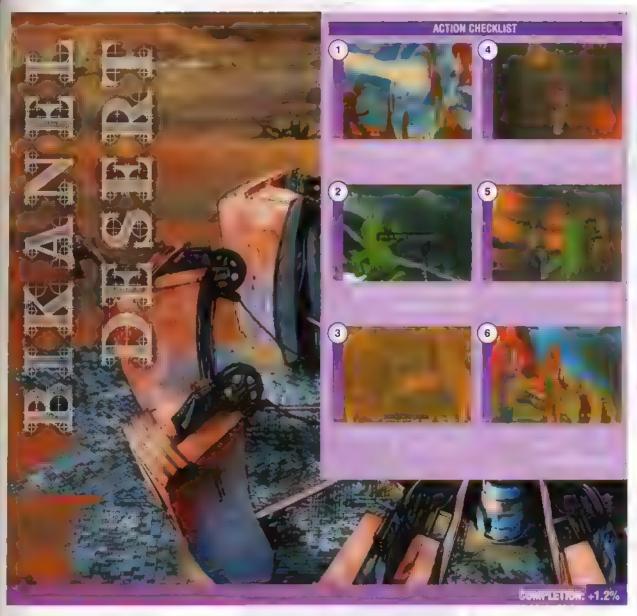
A second "Episode Complete!" is available at Macalania. If you previously rescued O'aka from debt or from his servitude in the Bikanel Desert, he will appear outside the Travel Agency with his brother. After the two argue, you'll receive an Episode Complete! Open the nearby chest for an Elixir, then head inside to view the awesome accessories now sold by O'aka. If anyone in Spira has a better list of items, it is probably Wantz. Each man offers a different list of items when you speak with them. Return here as soon as you have enough gil to purchase these awesome accessories!



Looks like O'aka's back im business

MACALANIA LAKE TRAVEL AGENCY		
	SPEAK TH WANTED	
ITEM	COST	
Faerie Earrings	10000	
Kinesis Badge	10000	
Safety Bit	10000	
Beaded Brooch	10000	
Crimson Ring	10000	
Snow Ring	10000	
Ochre Ring	10000	
Cerulean Ring	10000	
Chaos Shock	15000	
Fury Shock	15000	
Lag Shock	15000	
System Shock	15000	

MACALANIA LAKE TRAVEL AGENCY (SPEAK TO D'AKA)		
ITEM	COST	
Faerie Earrings	10000	
Kinesis Badge	10000	
Safety Bit	10000	
Sword Lore	50000	
Bushido Lore	50000	
Arcane Lore	50000	
Nature's Lore	50000	
Black Lore	50000	
White Lore	50000	
Crimson Ring	10000	
Snow Ring	10000	
Ochre Ring	10000	
Cerulean Ring	10000	



ACULEATE HP: 776 † AP: 1 † GII: 72 Steal: Echo Screen (x2) Drop: Echo Screen (x2)

HP: 1897 ; AP: 1 † Git: 55 Steal: Hi-Potion Drop: Hi-Potion

BIG BULLY CAP HP: 4880 * AP: 1 * Gil: 48 Steal: Black Choker Drop: Remedy

BOLT DRAKE HP: 623 | AP: 1 | Gil: 130 Steal: Lightning Marble Drop: Hi-Potion

Balli aystesi

BULLY CAP HP: 94 | 1 AP: 1 | 1 GII: 14 Steal: Eye Drops Drop: Eye Drops

CACTUAR HP: 2002 | AP: 2 | M: 0 Steal: None Drop: None

CANIS MAJOR

HP: 943 | AP: 1 | GII: 67 Steal: Hi-Potion Drop: Hi-Potion

CHOCOBO HP: 3890 | AP: 0 | Gil: 0 Steal: None Drop: None

ELDER ZURVAN HP: 7520 TAP: 1 TGH: 180 Steal: Remedy Drop: Holy Water (x2)



FLY EYE HP: 258 | AP: 1 | Gil; MI) Steal: Phoenix Down Drop: Phoenix Down

HP: 2290 AP: 1 Gil: 180 Steal: Hi-Potion Drop: None



GREAT HAUNT HP: 8483 | AP: 1 | Gil: 210 Steal: Mana Spring Drop: Ether

GUCUMATZ HP: 3720 ; AP: 1 ; Gil: 173 Steal: Soft (x2) Drop: Soft (x2)



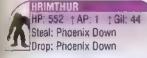
GUARD MACHINA HP: 2460 1 AP: 1 | Gil: 40 Steal: Budget Grenade Drop: Budget Grenade

HAUNT HP: 813 AP: 1 Gil: 120 Steal: Arctic Wind Drop: Water Ring

KING TAKOUBA



HEAVY SALLET HP:11200 | AP: 1 | Gil: 110 Steal: Lunar Curtain x2 Drop: Light Curtain (x2)





KILLER HOUND HP: 202 7 AP: 1 7 Git: 18 Steal: Potion



HP:18004; AP: 1 | Gil: 300 Steal: Star Pendant Drop: Farplane Shadow (x2)



HP: 1780 ; AP: 1 : Gil: 30 Steal: Budget Grenade Drop: Budget Grenade

MACHINA HUNTER

POP FRY HP: 4293 † AP: 1 | † Gil: 100 Steal: Sleep Grenade Droo: Sleep Grenade



SAHAGIN HP: 60 | 1 AP: 1 | 9 Gil: 7 Steal: Potion



HP: 6430 ; AP: 1 : Gil: 105 Steal: Phoenix Down (x2) Drop: Hi-Potion (x2)



SALLET HP: 60 : AP: 1 : Gil: 10 Steal: Potion Drop: Pation

one and

WANDERING FIENDS CONTINUED WATCHER-R* AND WORM WATCHER-A' HP:127221 AP: 1 1 Gil: 340 HP: 984 | AP: 1 | Gil: 110 HP: 624 | AP: 1 | Gil: 0 HP: 620 | AP: 1 | Gil: 0 Steal: Potion Steal: Potion Steal: Phoenix Down Steat: Phoenix Down Drop: Phoenix Down Drop: Potion Drop: Potion Drop: Mythril Bangle WATCHER-S* WASP QUEEN ZURVAN HP: 620 | AP: 1 | Gil; 0 HP: 583 † AP: 1 † Gil: 70 HP: 7334 | AP: 1 | Gil: 98 HP: 9338† AP: 1 | † Gil: 164 Steal: Poison Fang (x2) Steal: Potion Steal: Phoenix Down Steat: Dispel Tonic Drop: Potion Orop: Poison Fang (x2) Drop: Phoenix Down (x2) Drop: Hi-Potion HP:22222 † AP: 10 † Gil: 0 HP:333444 * AP:30 * Gil:5000 HP: 5440 TAP: 0 TGil: 0 HP: 5440 TAP: 0 TGII: 0 Steal: Stamina Tonic Steal: Megalixir Steal: None Steal: None **Drop: Stamina Tonto** Drop: Ribbon Drop: None Drop: None *Appears before defeating the Machina Panzer boss at Thunder Plains.

ITEM CHECKLIST

Ether Hi-Potion
Faerie Earrings Megalixir
Mega-Phoenix Ether

Twist Headband Mute Shock Beaded Brooch Phoenix Down

Mercurial Strike Garment Grid (

Pilot Stateminos)

Hom al Pienty
Germent Orid
(Brequires Desert Key)

Poster Earnings

Phoenic Down

Regularity

Phoenic Down

Regularity

Phoenic Down

Regularity

Phoenic Hospitania

DESERT TURMOIL

Benzo and Nhadala greet the group, then the action shifts immediately to the Cactuar Nation, where hundreds of fiends threaten to attack. To protect the Cactuar Nation, you must gather the 10 Gatekeepers hiding across Spira. To find a gatekeeper, speak to its mother. You can only speak to a gatekeeper's mother when she is awake, indicated by a green swirling around the cactus as well as a green dot on the map. The cactus will divulge clues to where her children are, and then you can set out across Spira to find them.

Hi-Potion



TO CAPTURE A CACTUAR

Once you find a cactuar, you must complete a short "Cact-War" mini-game to make the little creature go with you. During the mini-game, the screen switches to split-focus. The picture on the left will shift between the cactuar and its two sidekicks. You must wait until the cactuar appears on-screen before you fire. Even then, a cactuar may be agile enough to dodge your shot. Sometimes the left picture will switch focus so rapidly that you must actually fire your shot when you see the sidekick right before the cactuar. If you hit a cactuar, you then have a chance to chain together additional hits by firing rapidly. Doing so enables you to rack up higher scores. If you hit one of the cactuar's sidekicks by accident, the bullet used will be subtracted from your remaining stockpile. If you are hit by the cactuar's counterattack, you will lose ammo from your current stockpile.



Cact-war is a challenging, but fun minigame. You'll get additional chances to play it after you complete the "Ten Gatekeepers" quest

Sometimes a cactuar will react to being shot, and it will fire its needles at Yuna. Press and hold the R1 button to dodge this attack. If you fail to dodge the cactuar's attacks, ammo will be subtracted from your stockpile. Each shot reduces the cactuar's HP by one point. If you manage to reduce the cactuar's HP to

zero before running out of ammunition, you win. If you run out of ammo and the cactuar still has HP, then you lose. Either way, the cactuar will still come back to the Cactuar Nation with you. Note that in the case of Bartschella, the last of the gatekeepers exploring Spira, the two sidekicks are Magic Pots, as seen in FINAL FANTASY X. If you shoot one of the Magic Pots, you'll receive random items.

Once you have convinced a gatekeeper to return to the Cactuar Nation, fly back and speak to the cactuar's mother again. A new cactus will awaken and divulge clues to the location of the next gatekeeper. The 10 Gatekeepers become available to find in a specific order, and once you get the clue from their mothers, they are located in the following places:

	GATEKEEPER LOCATIONS		
NO.	NAME	LOCATION	
1	Lobivia	Bikanel Desert, Oasis	
2	Tourneya	Besaid Island, Beach	
3	Lobeira	Guadosalam Chateau, Ormi's Room	
4&5	Areg & Arroja	Calm Lands, Gagazet Entrance	
6	Islaya	Thunder Plains North, Near Tower 9	
7	Chiapa	Kilika Island, Hidden Overlook	
8	Erio	Mt. Gagazet, Summit	
9	Bartschella	Kilika Port, Dona's House	





CACTUAR HOLLOW

When you have found the nine cactuars, return to the Cactuar Nation. The tenth gatekeeper in Cactuar Hollow is located at the top of the area. Proceed through the cave until you have what appears to be a randomly occurring battle. Afterwards, the Cactuars will revive and enlarge one of the monsters from your previous battle, and you must fight it again. Hereafter, the cave will be full of oversized versions of previous enemies to fight.



Race through the sands a few times to collect items, then dash through in one clear run to reach the other side.

Proceed through the cavern and jump up the platforms near the waterfalls to obtain an Ether. Continue east through the passage until the chamber begins to fill with sand. You must collect the items and race through the area to the second concrete path on the other side. To obtain all the items, you must make several attempts. On your final attempt, run through the sand and reach the opposite end before Yuna is buried again. Continue from there to the end of the cave, where the tenth gatekeeper sits all alone on the ledge. After a final shootout with Frailea, the rogue cactuars unite to form a Jumbo Cactuar, and attempt to stop you from taking their friend.



A Gun Mage that has learned all the Fiend Hunter abilities will prove to be an amazing asset during these ballies

JUMBO CACTUAR, CACTUAR (X2)

GIL DROPPED: 0
PILFER GIL: 0

STEAL: Normal: Stamina Tonic Rare: Stamina Tonic (x2)

DROP: Normal: Stamina Tonic Rare: Rabite's Foot

As you've probably observed while fighting in the Cactuar Hollow, these are very odd creatures to meet in combat. They offer little benefit in combat, deal exactly 1000 HP damage with their 1000 Needles attack, and oftentimes flee if the average level of the party exceeds theirs. Following in this backwards tradition, the Jumbo Cactuar seems content to do almost nothing during

the battle, except casting Hastega on itself and the little cactuars. The smaller foes are the ones you really have



to worry about. You'll need exceptional Accuracy to strike a Cactuar, so use special attacks like a Dark Knight's Darkness ability, and Black Mage's spells. Eliminate the two Cactuars as soon as possible, then pummel the Jumbo Cactuar at your leisure while it does... nothing. If you're unfortunate enough to kill 10 cactuars before reaching the Jumbo Cactuar (of if one of the sidekicks turns out to be the tenth), then you're in for a tougher battle with the Jumbo Cactuar's oversouled form, which uses "ga-level" magic and Flare.

GIL DROPPED: 120 PILFER GIL: 180 STEAL: Normal: None Rare: None DROP: Normal: None Rare: None

THE ANCIENT POWER

Although the threat to the Cactuar Nation has been thwarted, the desert fiend from before is now attacking the Al Bhed camp. After speaking to Nhadala, you're offered a chance to return to the airship to purchase items and equip your characters properly. Rescuing the diggers' camp means facing off against one of the toughest fiends in the game. However, once you defeat Angra Mainyu, you'll finally receive the "Episode Complete!" from Bikanel Desert.



Mhadala and company are in trouble and you will be too if you don't prepare adequately for the coming fight

ANGRA MAINYU, TAWRICH, ZARICH

GIL DROPPED: 5000 PILFER GIL: 2000

EXP. O

AP: 9999 EKP: 0

STEAL: Normal: Megalixer Rare Rare: Megalixer

DROP: Normal: Ribbon Rare: Ribbon

Equip all of your characters with accessories that enable automatic Protect and automatic Reflect, or at least the ability to cast either spell. Consider having two of your characters as Dark Knights and one as an Alchemist. Mastery of these dresspheres is not required. For the benefit of the Alchemist, enter the battle with 99 Potions and 99 Hi-Potions. Even then, make sure your Alchemist



Rattle System.

knows the Mega-Potion Stash ability. It would also be wise to equip the Alchemist with Garment Grids or accessories that bestow abilities such as Auto-Haste, SOS Haste, or the ability to cast Haste. Additionally, equip accessories or Garment Grids so that a character can perform White Mage abilities—especially Reflect.

GIL DROPPED: 0 PILFER GIL: II STEAL: Normal: None Rare: None DROP: Normal: None Rare: None

GIL DROPPED: 0 PILFER GIL: 0

STEAL: Normal: None Rare: None DROP: Normal: None Rare: None

Start the battle by casting Reflect and Protect on your characters as needed. The two Dark Knights should perform Darkness every round, while the Alchemist mixes a Potion and a Hi-Potion to achieve the effect of a Mega-Potion. Even if the party seems to be doing all right, mix the Mega-Potion

seems to be doing all right, mix the Mega-Potion
anyway. The party must stay healthy every round, just in
case Angra Mainyu performs Perdition's Flame, a devastating

multi-attack that can cause up to 4000 HP damage to each character. Performing Darkness every turn, the two Dark Knights should be able to keep the sidekicks, Tawrich and Zarich, KO'ed for most of the battle. Angra Mainyu cannot perform Perdition's Flame unless the two sidekicks are alive.

While Tawrich and Zarich are inactive, Angra Mainyu must waste turns to cast Full-Life on its helpers, so cast Darkness even if the two side helpers are dead for the moment. Zarich has the ability to drain MP, so it will be difficult to cast spells for any purpose other than to reinstate Protect or Reflect spells. While Protect will reduce damage from Perdition's Flame, Reflect will protect your character from Flare spells that can cause 9999 HP damage. In fact, Reflect will bounce the spell back at Angra Mainyu, causing 9999 HP damage to the boss! Even if your characters are around level 70, winning against this boss can take a long time.





BARONG

HP: 2733 † AP: 1 † Gil: 138

Steal: Phoenix Down

Drop: Antidote

PRECEPTS GUARD HP: 3680 † AP: 1 | Gil: 800

Steal: Mana Tablet Drop: Regen Ring

YSLS-99

HP: 2775 † AP: 1 | † Gil: 400 Steal: Mythril Gloves

Drop: Stamina Tablet

ITEM CHECKLIST

Remedy (x5) Crystal Gloves

Hi-Potion (x6)

Phoenix Down (x8)

ROTANOTED

Steal: Bomb Core

Drop: Bomb Core

Steal: Hi-Potion Drop: Hi-Potion

HP: 1860 | AP: 1 | Gil: 98

HP: 882 | AP: 1 | Gil: 78

Potion (x10)

Chocobo Feather (x3)

1200 gil

Oath Veil

HP: 625 | AP: 1 | Gil: 72

HP: 4100 ; AP: 1 ; Gil: 94

Steal: Darkness Grenade

Drop: Sleep Grenade

Steal: Arctic Wind

Drop: Arctic Wind

White Lore

Ether (x6)

Remedy (x6)

GEORAPELLA

HP: 4420 | AP: 1 | Gil:1000

Steal: Water Gem

Orop: NulTide Ring

HP: 3800 ; AP: 1 ; Gil: 94

Steal: Silence Grenade Drop: Sleep Grenade

10000 gil

Phoenix Down (x8)

Dispel Tonic

Crimson Sphere 6 (1)

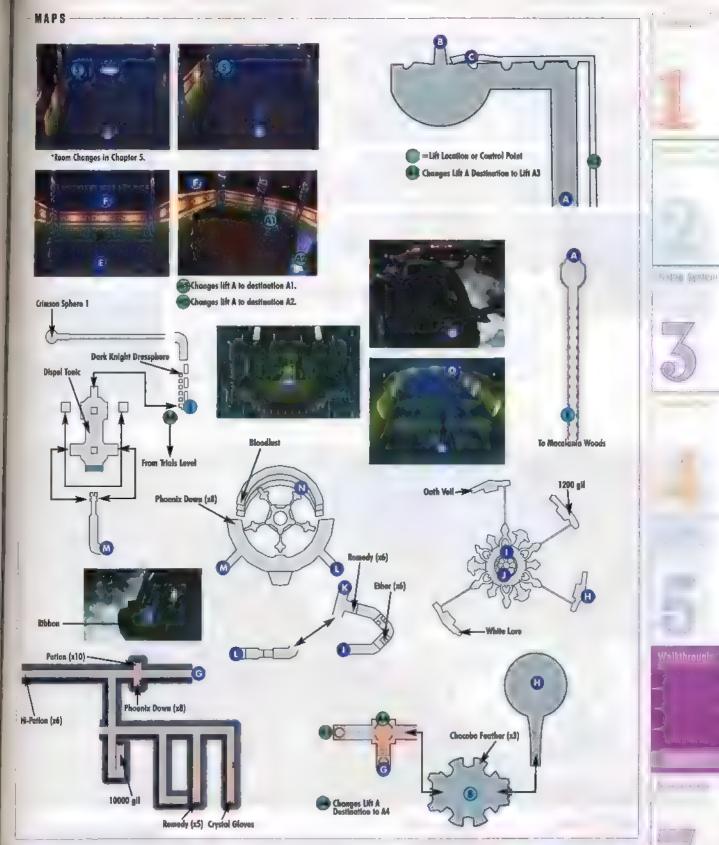












BEVELLE FINDS ORDER

Move me the entrance of the temple. If you signed on with New Yevon, you'll receive an Episode Complete! However, if you gave the sphere to the Youth League, you'll only witness the final scene with Maroda.



Although hardly a litting end to Bevetle's problerm, you still get enough completion points from this ending to help out.

rmmoster.

Head inside the temple and enter the east chamber. Pacce and the Kinderguardians seem to have found something of interest. Use the Save Sphere before stepping onto the teleport glyph. The teleport transports the party m a series of 101 secret levels, called "cloisters." A strange person greets the group on Cloister 0, then drops Crimson Sphere 6. You can view it now, if you want. To the left of the item's location is a pad that will eventually enable you to skip to the "Great Cloisters" found every 20 levels, but you must reach these special cloisters to activate this device. Straight ahead from the sphere's location is a hole in the floor, which you can drop through to Cloister 1.



Pague and the killoerguardians have tound something interesting.



Don't miss Crimson Sphere 6, which is left on the floor after the scene.

The layouts of the cloisters change randomly, so it's difficult to provide maps or a

walkthrough for this section. Each level contains a glyph teleport that transports you back to where the Kinderguardians are gathered. Move through the level, avoiding traps if necessary. In some levels, you can actually speak to a Tonberry to obtain random items. In each cloister, find a point where you can drop into



Toriberrys are key figures in every level.

a pit, which will deposit you in the next cloister. Ideally, you should tackle this challenge with three Gun Mages in your party, because you can learn any Blue Bullet skills you might be missing. When you reach cloister 20, you must fight the Aranea boss. Boss monsters must also be fought at levels 40, 60, 80 and 100. After defeating a boss, find a teleport glyph and return to the outside world. Save your game at the lave Sphere near the labyrinth entrance, then return and skip through to the boss level where you left off.

On level 20, you will fight Aranea, which drops Crimson Sphere 8. At level 40, you will face the Black Elemental. To have any chance of surviving in this dungeon, all your characters should be at level 99 with over 9000 HP per person to survive the bosses and monsters starting at level 40. In addition to this, you need to use limit break auto-abilities, powerful chain abilities, and Auto-Life, otherwise, the bosses will eliminate your party quickly. This is a bonus area to explore as your characters progress past normal levels and abilities.



Get ready for enemies more difficult than the final boss of the game!



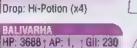
WANDERING FIENDS

DAMANTOISE

HP: 7850 † AP: 1 | † Gil: 650

BALIVARHA

Steal: X-Potion Drop: Hi-Potion (x4)



Drop: Pretty Orb BLUE ELEMENTAL

HP: 6322 ; AP: 1 ; Gil: 670

HP: 363 / AP: 1 / Gil: 180 Steal: Dragon Scale Drop: Dragon Scale

Steal: Remedy (x2)



HP: 3890 : AP: 0 Steal: None Drop: None

AMORPHOUS GEL

Steal: White Ring

Drop: Blue Ring

HP: 973 : AP: 1 : Gil: 380

Drop: Phoenix Down

Drop: Light Curtain HP: 32301 AP: 1 | † Gil: 90 Steal: Farplane Shadow

Steal: Lunar Curtain

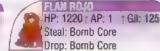
HP: 788 | AP: 1 | Gil: 74

FLAN BLANCO HP: 625 | AP: 1 | Gil: 72

Steal: Hi-Potion (x2)

Steal: Arctic Wind **Drop: Arctic Wind**

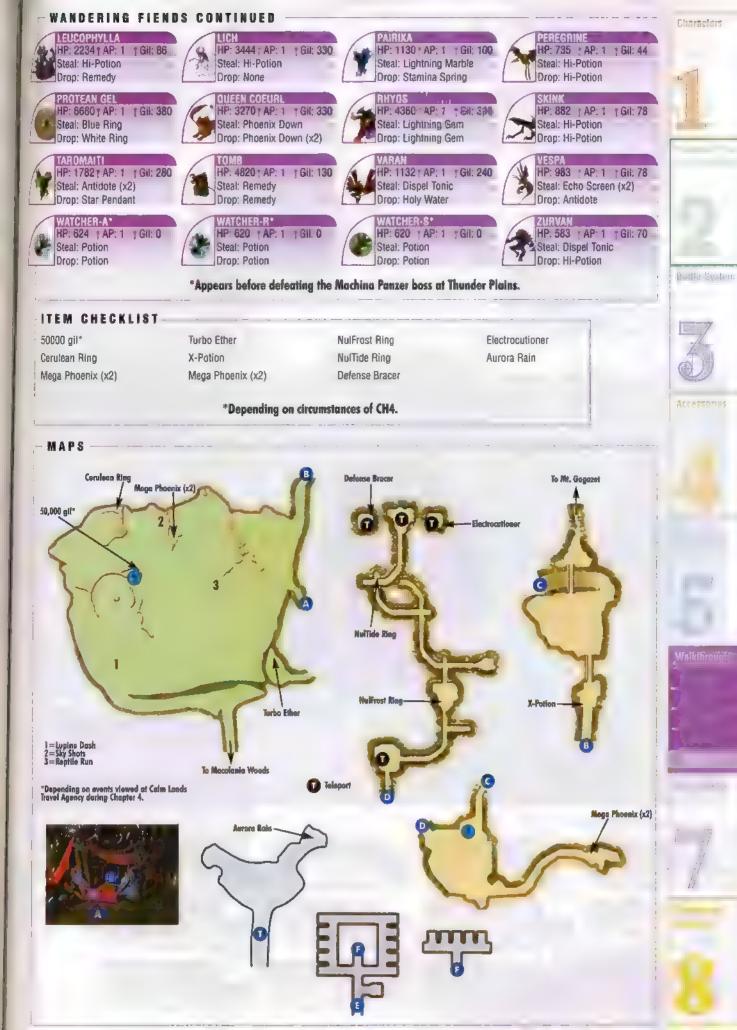
Drop: Fire Gem





HP: 1720 : AP: 1 | Gil: 130 Steal: Phoenix Down Drop: Phoenix Down





WRAPPING UP BUSINESS

If you participated in the Publicity campaign, head to the Calm Lands and after a short event where the winner is decided, you'll receive an "Episode Complete!" Speak to the man in green standing with a group inside the Travel Agency area just to the left of the shop clerk. If you helped your agency reach level 5, he'll give you the Caim Lands Free Pass, which allows you to ride hovers on the Calm Lands free of charge. If you failed to reach this high level but attempted the Publicity campaign anyhow, you'll obtain the Calm Lands Discount Pass that allows you to ride hovers at a lower fare. Speak to the man near the Travel Agency if you took up the Matrimony campaign. It's time claim your prize for finding the young man a choice of brides! Also, if you saw the groom's father work on a treasure chest during Chapter 4, an accessory can be found in a chest behind the Travel Agency. There are all new items on the Calm Lands plains, as well as many valuable accessories and key items to be gained in the gorge cave.



The Calm Lands in Chapter 5 are all about the rewards

CLASKO'S SECRET MAZE

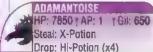
Yet another secret dungeon provides another challenge during Chapter 5. Dispatch thige level 1 chocobos to various locations in Spira, then return to the Calm Lands later to see if any returned. If any run away, send out an equal number of replacement chocobos. If all three returned, send out three level 2 chocobos and wait for their return. Continue this process until you not only dispatch three level 3 chocobos, three level 4 chocobos, and three level 5 chocobos but have them all return safely to the Chocobo Ranch. Once this criteria is met, Clasko remarks on an amazing new dungeon that has opened up. Inside this rather challenging dungeon you'll find some useful items and accessories, including the Machina Reactor item, which unlocks the Break HP Limit ability for Rikku's Machina Maw special



You if need to explore another area and participate in several pattles while waiting for your chocobes to return to the ranch.



WANDERING FIENDS



BOLT DRAKE HP: 623 | AP: 1 | GII: 130

Steal: Lightning Marble Drop: Hi-Potion

LEUCOPHYLLALUPUS HP: 1262 | AP: 1 | Gil: 80 Steal: Hi-Potion Drop: Hi-Potion

HP: 3688 ! AP: 1 | 1 Gil: 230 Steal: Hi-Potion (x2) Drop: Fire Gem

> HP: 2044 : AP: 1 | 1 Gil: 153 Steal: Lunar Curtain (x2)

Orop: Light Curtain (x2)

AYCOTOXIN HP: 810 + AP: 1 + Gil: 83 Steal: Antidote (x2) Drop: Antidote (x2)

GREATER DRAKE HP: 1819 + AP: 1 + G(I: 140 Steal: Fire Gem Drop: Fire Gem

Steal: Hi-Potion

Drop: Hi-Potion

OUEEN COEURL HP: 3270 † AP: 1 † Gil: 330 Steal: Phoenix Down Drop: Phoenix Down (x2)

HP: 1342 | AP: 1 | Gil: 110

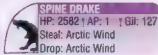
HP: 480 | AP: 1 | GH: 300 Steal: Remedy Drop: Star Pendant

GRIM GAZE HP: 1720 1 AP: 1 1 Gil: 130 Steal: Phoenix Down Drop: Phoenix Down

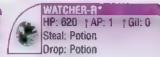
HP:12850 (AP: 1 / GII: 530 Steal: Phoenix Down (x2) Drop: Phoenix Down (x2)

WANDERING FIENDS CONTINUED

P: 60 TAP: 1 TGil: 10 Steal: Potion

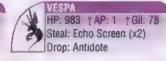






WATCHER-S* HP: 620 † AP: 1 | Gil: 0 Steal: Potion Drop: Potion

Orop: Potion



*Appears before defeating the Machina Panzer boss at Thunder Plains.

ITEM CHECKLIST

Sacred Beast Garment Grid 49

GARIK RELENTS

If you completed the mission where you defeated Garik Ronso, Garik will be complaining to Kimahri again at the entrance of Gagazet. Follow Kimahri up the snowy mountain slopes until you spot a brawl between him and Garik. Not long thereafter, you'll obtain an Episode Complete!

AN ODE IN STONE

The Ronso artisan on the summit has decided on a subject for her monument and begins to carve its likeness into stone. If you answered the concerns of the Ronso with the best answers during Chapters 1 and 2, the statue will turn out to be Yuna. Check back throughout Chapter 5 to view the artisan's progress. By the time you complete all the episodes in Chapter 5, the likeness should be finished.



The statue on the cliffs a starting to take shape



The final controptation between Garik and Kimahn occurs on the snowy slopes just north III Gagazet's entrance.





Battle System

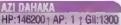
Enemies





HP: 8788 : AP: 1 : Gil: 800 Steal: Candle of Life (x2)

Drop: Dragonfly Orb

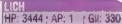


Steal: X-Potion

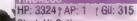
Drop: Ether

EARTH WORM HP:36233 | AP: 1 | Gil:6000

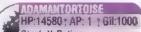
Steal: Mega Potion Drop: Mega Potion



Steal: Hi-Potion Drop: None



Steal: Hi-Potion Drop: Antidote



Steal: X-Potion Orop: X-Potion

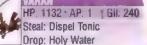
CLARET DRAGON HP:17320 | AP: 1 | Gil: 780 Steal: Hi-Potion, Drop:

Hi-Potion (x2)

HP: 6433 AP: 1 | Gil: 600 Steal: Hi-Potion (x2) Drop: Phoenix Down

OMEGA WEAPON HP:24200 * AP: 1 † Gil:5000 Steal: Turbo Ether

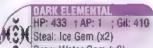
Drop: Safety Bit





AKA MANAH HP: 6322 AP: 1 | Gil: 670 Steal: Remedy (x2)

Drop: Pretty Orb



Drop: Water Gem (x2) GREAT MALBORO

HP:12988 + AP: 1 ; Gil:1200 Steal: Dispel Tonic Drop: Remedy (x2)



VOLCANO HP: 6210 * AP: 1 ; Gil: 330 Steal: Hi-Potion Drop: Fire Gem (x4)



ARAST HP: 2742 : AP: 1 | GH: 339 Steal: Dispel Tonic (x2) Drop: Holy Water (x2)



DOLMEN HP: 5320 - AP: 1 - Gil: 320 Steal: Remedy (x2) Drop: Hi-Potion (x2)



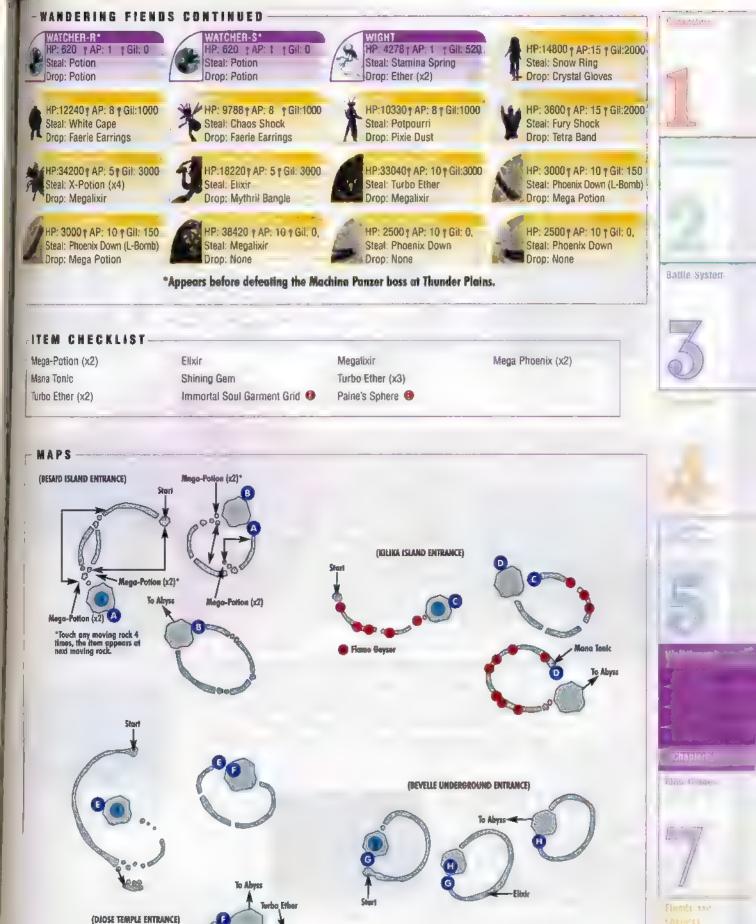
HP: 2033 AP: 1 | Gil: 620 Steal: Remedy (x2) Drop: Gold Anklet



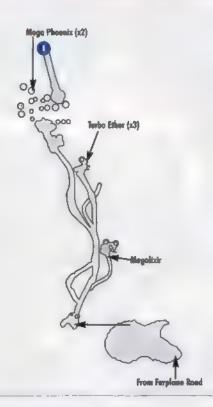
TAROMAITI HP: 1782 : AP: 1 + Gil: 280 Steal: Antidote (x2) Drop: Star Pendant

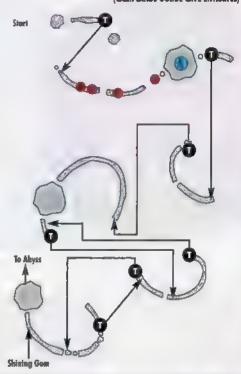


WATCHER-A" HP: 624 | AP: 1 | Git: 0 Steal: Potion Drop: Potion









ROUTES INTO THE FARPLANE

It would be unwise to undertake the final mission at the Farplane before reaching levels 65 and above with all three characters. When you're ready to plunge into the depths of the Farplane, speak to Brother onboard the Celsius. You must choose I location from which to jump down a hole into the Farplane. There are five paths that lead from the entrance down to the Farplane Glen at the bottom. Along the routes, paths converge at three points: the larger islands where the party must fight Shiva, then the Magus Sisters, followed by Anima. Once Anima is defeated, Yuna finds herself in the Farplane Glen. Thereafter, you can travel any route into the Farplane without fighting the bosses again.



Prepare for a boss hight as you descend to each large island that floats in space.



Enter the Road to the Farplane from all five points in Spira to obtain a Garment Grid.

After choosing a location, you must proceed all the way to the bottom of the Road to the Farplane without the ablity to turn back. The path entered by dropping into the hole

at Bevelle provides the easiest route, whereas the path from Djose Temple is somewhat tricky. After following one route to the Farplane Abyss, there is no reason to go back and follow the other routes. However, navigating all five routes in sequential order causes a chest to appear that contains a Megiddo Garment Grid.

THE BESAID ISLAND ROUTE

When entering through the hole at Besaid, the path seems to be fairly straightforward at first. However, there is an item chest you will miss if you fail to perform a certain action. Along the route, there are four small islands that will activate when you land on them. The islands will move m a previous point on the path, depositing you there for a slight setback. After riding any of these islands four times, a chest with a Mega-Potion (x2) will appear at the next island.



Ride the moving stones four times to reveal a treasure chest on the next stone you come to.

THE KILIKA TEMPLE ROUTE

Small flame geysers flare along the route from Kilika into the Farplane. If you touch too many of the flames in a row, you'll be teleported back to a previous location along the route. To avoid setbacks, wait until the flames die down for a brief period. Quickly run over the geyser while the fires are low to avoid setbacks.



Wait until the flames subside before crossing.

THE DJOSE TEMPLE ROUTE

To cross the route leading downward from Djose Temple, you must solve a very tricky puzzle. If you continue to follow the route, you will come to a point where the islands appear to be missing. Return the portion where the path diverges and hop across the islands in the small strip of land on the right. There are three islands anchored along this strip of land. Examine the first small island to change views, You can now see three islands in front of you that you can strike with the anchored island. Push the left island

The moving rock near the end of the path delivers you to another branch

toward the island numbered 3, then push the right island toward the island numbered 1. Finally, push the center island toward the remaining island to make the islands form a path that enable you to reach the Shiva boss buttle.



Push the rocks into each other to create a path to the next area

Further down the path, just before reaching the large island where

Anima is, a small island will move Yuna to a space between the main path and a side branch. Leap from the small rock to the side branch and proceed to the end. The first treasure chest is an empty ruse, but the one at the very end of the path contains a Turbo Ether (x2).

THE BEVELLE UNDERGROUND AND CALM LAND ROUTES

The route from Bevelle into the Farplane is as straightforward as they come. Simply hop from path to path until you reach the Abyss. The Calm Land route features a tricky set of invisible teleporters that attempt to disorient you. Simply continue to head downward.



Teleporters work to confuse your sense of direction, but just keep heading down the stopes.

SHIVA

The aeon of ice is naturally weak against Fire, so use a Black Mage to exploit this weakness. Shiva's ice attacks drain HP and MP simultaneously, so make sure your Black Mage knows the MP Drain ability and can use it. Shiva can also be affected by Slow, which you should use to help you during the battle.



GIL DROPPED: 2000 PILFER GIL: 5000 STEAL: Normal: Snow Ring Rare: Snow Ring DROP: Normal: Crystal Gloves Rare: Regal Crown

Battle System

Finnos and Enemies

THE MAGUS SISTERS

GIL DROPPED: 1000 PILFER GIL: 3000 STEAL: Normal: Chaos Shock Rare: Chaos Shock DROP: Normal: Faerie Earrings Rare: Faerie Earrings

This trio of sisters work together to siphon large amounts of HP from your party each round, so keep an experienced White Mage or Alchemist around and command them to heal every turn. Mindy's rapid-fire tail attacks can tie up one of your characters for almost an entire turn. Since she has the lowest HP, focus your strongest attacks on her. Have a White Mage cast Dispel, because the sisters will cast Not-So-Mighty Guard on one another, which is a misnomer. While this spell is in effect, magic



will be reflected and physical attacks won't inflict as much damage. It's important to knock out one of the sisters as quickly as possible, otherwise they will perform their deadly "Delta Attack" after a few turns. Once Mindy is finished, focus your assault on Sandy followed by Cindy.

GIL DROPPED: 1000 PILFER GIL: 3000 STEAL: Normal: Potpourri Rare: Potpourri DROP: Normal: Pixie Dust Rare: Crystat Gloves

GIL DROPPED: ||
PILFER GIL: 0

STEAL: Normal: White Cape Rare; White Cape DROP: Normal: Faerie Earrings Rare: Pixie Dust

ANIMA

Protect your characters from as many status ailments as possible by equipping the proper accessories before proceeding to the battle at the end of the Road to the Farplane.

Anima is capable of Obtivion, a skill you may have enjoyed using in FINAL FANTASY X, but one you won't enjoy so much this time around. Most of Anima's other attacks will seem insignificant, but it's important for a White Mage or Alchemist to heal the party each round in preparation for major HP loss after every Oblivion attack. The creature reduces most magic damage by half, but is

weak versus Holy. Employ attacks such as a Warrior's Excalibur, or Trainer Yuna's Kogoro Holy. A Dark Knight's Darkness ability will also be very useful in defeating this aeon.

GIL DROPPED: 2000 PILFER GIL: 4000

STEAL: Normal: Fury Shock Rare: Fury Shock DROP: Normal: Tetra Band Rare: Tetra Band

UPON REACHING THE ABYSS

Surprisingly, Leblanc, Ormi and Logos are waiting for the party at the gorgeous area ironically known as the Farplane Glen. After speaking with the trio once, Leblanc will sell basic items when spoken to. A Save Sphere materializes in the corner following the scene, and you can use it to return to the Celsius. From there, you can choose another route into the Farplane to undertake more challenges and collect more items.



Leblanc and her herichmen in the Farplane Glen

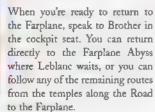
FARPLANE ABYSS (LEBLANC)		
ITEM	COST	
Potion	50	
Hi-Potion	500	
Phoenix Down	100	
Antidote	50	
Eye Drops	50	
Echo Screen	50	
Soft	50	
Holy Water	300	

THE INTERESTS OF THE GULLWINGS



Speak to Shinra begin a string of events involving the Celsius crew.

After returning from the Farplane, there are several scenes possibly accessible onboard the Celsius. Speak to Shinra to learn about new data he uncovered regarding the Farplane, then ride the elevator up to the deck to overhear a conversation between Brother and Buddy. You'll need most or all of the Al Bhed Primers to understand what they are saying. Thereafter, travel down to the Cabin witness a tense standoff between Cid and his children.





Brother now directs traffic to the Farefane from his cockeit seat.

THE SONG OF SHUYIN

When you're ready to proceed further toward Vegnagun, walk into the glowing orange cloud just below the swirling vortex. The Gullwings enter an area filled with magical barriers. If you attempt to proceed before deactivating a barrier, you'll suffer a brutal

encounter with the fiend Azi Dahakas. To deactivate the barriers properly, you must step on musical plates in the ground to learn a series of musical notes. Once you play the notes on a nearby keyboard, the barriers should drop and you can proceed.



Step on the music plate to the left of the keyboard in reveal the notes to play



Enter the correct notes into the instrument, mindful of stars next
certain notes

Move left from the starting point past the keyboard until Yuna steps onto a circle that emits light and sound. Move to the nearby keyboard and input the notes So Mi* Re*. In the case of the latter two notes, input the ones with the small stars beside them, or else it's the wrong note.

In the second area, there are three musical plates to step on before the next barrier is released. Each plate is directly under one of the electrical fields, so you must wait until the device activates and then

stops before stepping onto the plate; otherwise, you'll get knocked off and may have face a tough fiend. After stepping on all three plates, make your way up the right-hand path to the keyboard and the chest containing a Megalixir. Input the new notes of the series into the organ, and the next major barrier will be released.



Don't attempt to cross the barriers without entering the proper notes.



Drop I the lower path the third area to find the last notes

Repeat the same process in the third area. When following the right-hand path, drop off the right side of the ledge to a lower path below. Step on the musical plate at the end of this path, then run up the slope to step on the highest plate before playing the keyboard.

datte by tem

245

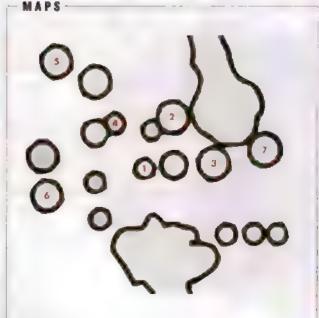
HOPPING MADNESS

After Paine reunites with Gippal and receives Paine's Sphere, you face another musical challenge. A machina will display a bird's-eye view of the area above. You must jump onto the platforms in the same order as the musical notes played previously on the keyboards. It's difficult to memorize the exact placement and order of the platforms, so refer to the map where the platforms are numbered in the correct order. After leaping on all the platforms in the correct order,

proceed to the rop and stand on the musical plate before the final gate. If the song plays correctly, you can proceed to Vegnagun. Between each of the following battles, use items to restore HP and move further up the path toward the head of the weapon.



Use moving platforms The reach the musical pads to order before approaching the gate.



MP: 9999

VEGNAGUN (TAIL)

The struggle to defeat Vegnagun piece by piece unfortunately begins with one of the hardest pieces. A laser fired from the tail section will instantly knock off close to 1500 HP from one character. Use an Alchemist to mix Potions and Hi-Potions to attain the result of Mega-Potion each round. Attack the tail with strong spells and a Dark Knight's Darkness ability every turn until it is defeated.



GIL DROPPED: 3000 PILFER GIL: 3000 STEAL: Normal: X-Potion (x4) Rare: X-Potion (x6)

DROP: Normal: Megalixir Rare: Megalixir

VEGNAGUN (LEG), NODE A, NODE B, NODE C

GIL DROPPED: 3000 PILFER GIL: 3000

STEAL: Normal: Elixir Rare: Elixir (x2)

DROP: Normal: Mythril Bangle Rare: Mythril Bangle

The battle will end when the Leg in destroyed. If breezing through to the ending is your objective, then attack the leg swiftly to clear this battle and prepare for what's next. However, by examining the information in the boss boxes, you can see that by destroying the three Nodes first, you will vastly increase the amounts of EXP and gil won from this battle. You also stand a chance of receiving the exclusive Hero's Drink item, which is just now available. To attack a Node, you must target it with spells or

ranged attacks. Even the most powerful Black Mage spells will cause only minimal damage against the nodes due to their high Magic Defense. The best method to attack the Nodes is with Ultima and Flare attacks, which are only available by equipping certain Garment Grids. Once you begin to attack the Nodes, they will react with strong spells and healing magic.

GIL DROPPED: 3000 PILFER GIL: 10000 STEAL: Normal: None Rare: None

DROP: Normal: Megalixir Rare: Hero Drink

The nodes change color after performing a certain number of actions. A green node will use recovery and support abilities, a yellow node will attack with magic, and a red node will use physical attacks. Sometimes the nodes will change color when attacked. A yellow node is immune to magical attacks and a red node is immune to physical attacks. Listening to the hints in battle reveals some of this.

GIL DROPPED: 3000 PILFER GIL: 10000 STEAL: Normal: None Rare: None DROP: Normal: Megalixir Rare: Hero Drink

GIL DROPPED: 3000 PILFER GIL: 10000

STEAL: Normal: None Rare: None

DROP: Normal: Megalixir Rare: Hero Drink

VEGNAGUN (CORE), RIGHT BULWARK, LEFT BULWARK

GIL DROPPED: 3000 PILFER GIL: 4000 STEAL: Normal: Turbo Ether Rare: Turbo Ether DROP: Normal: Megalixir Rare: Megalixir

The Right and Left Bulwarks attempt to protect the Core by casting various protective and restorative magic, as well as some spells to disable the party. The ideal solution is for a Dark Knight to use a single Darkness attack to wipe out both Bulwarks with a single blow before they can cast Protect or Shell on the Core. This way, you can focus the full force of your attacks against



the Core as it attempts to charge up a massive attack against your entire party. If you fail to defeat the Core before it fires, use a Mega-Phoenix to resurrect any dead party members. Before the Core begins its next charging session, it will revive the two Bulwarks. Destroy them again and disable the Core before you get hit again.

GIL DROPPED: 150 PILFER GIL: 300 STEAL: Normal: Phoenix Down Rare: L-8omb DROP: Normal: Mega-Potion Rare: X-Potion

GIL DROPPED: 150 PILFER GIL: 300 STEAL: Normal: Phoenix Down Rare: L-Bomb DROP: Normal: Mega-Potion Rare: X-Potion

RIGHT REDOUBT, LEFT REDOUBT, VEGNAGUN (HEAD)

GIL OROPPED: 0
PILFER GIL: 350

STEAL: Normal: Phoenix Down Rare: Mega Phoenix

DROP: Normal: None Rare: None

Although the Head section remains on the battlefield throughout the fight, you can't target it until the Redoubts are destroyed first. After doing so, you can target and attack the head. The Redoubts work together to inflict attacks on single characters that can cause up to 1500 HP damage. While the Redoubts are defeated and tie dormant, the Head will attempt to resurrect them one at a time, or poison the party with a multi-status inflicting attack. It's a good idea to equip your characters with Ribbons throughout this battle. Use



your strongest attacks and spells to hit the Redoubts until they crumple, then lash out at the Head with everything you've got. You must end this battle before Shuyin speaks seven times and uses Vegnagun to fire at Spira!

GIL DROPPED: 0 PILFER GIL: 350 STEAL: Normal: Phoenix Down Rare: Mega Phoenix

DAOP: Normal: None Rare: None

GIL DROPPED: 0 PILFER GIL: 8000

STEAL: Normal: Megalixir Rare: Megalixir DROP: Normal: None Rare: None

NEW GAME PLUS DATA

Following the credits and the ending scenes, the game offers an option to allow you to save your game as a New Game Plus. When this save data is loaded, you can begin a new game with all the dresspheres, Garment Grids, accessories, items, Al Bhed primers, special dressphere upgrades, the Book of Magical Dances, and abilities gained in your previous game. However, your character levels are reset to level 1.

ENDINGS—NO SPOILERS!

QUILLIAN IN

Upon the defeat of Vegnagun, you will proceed directly to the final battle against an adversary with very recognizable attacks. All you need do is keep your party healthy by healing every turn, and counterattack the boss to win the game.



Save the New Game Plus data I pick up another adventure where you lett out I terms of advancement and item gathering

Following that, Yuna and the Gullwings return to the Farplane Glen. This is a scene that you can alter with the controller, if you so choose. Without altering this scene, you will view the "Common" Ending of the game. The Common Ending occurs during all three endings.

However, if you press the X button during the scene in the Farplane Glen, the fayth will appear and ask Yuna if she wants to see someone. Answer "Yes" to view an extra scene after the Common Ending and the credits roll. This is called the "Good" Ending.

If you manage to accumulate 100% during one or more games, then you can view the "Perfect" Ending by pressing the X button at the Farplane Glen as described above. The "Perfect" Ending includes yet another additional scene following the Good Ending.



The purpose of this section is simple: To show that by making certain choices and completing all the missions and side quests of the game, you can achieve 100% story completion in a single game! For each Chapter, go to each location listed and perform the actions described to build up your total percentage. If you need to view a sphere, talk to Shinra on the Bridge and select the appropriate sphere. Do not skip any scenes or dialogue, and use the Walkthrough and Mini-Games chapters to complete the actions listed. You can get 100% all in one game and view the Perfect Ending!

BEGINNING OF CHAPTER 1

LUCA: +1.6%

TOTAL: 1.6%

Battle System

Examine the moogle hiding on the second dock.

Mission Complete! (Retrieving the Garment Grid)

TOTAL: 3.4%

AIRSHIP CELSIUS: +1.8%

Speak with Brother, Paine, Rikku, and Shinra on the Bridge.

Speak to Barkeep in the Cabin.

Rest in the Cabin.

View Treasure Sphere: "Journey's Start"

MT. GAGAZET, FLOATING RUINS: +2.6% TOTAL: 6.0%

Reach the top of the floating ruins within the time limit.

Mission Complete! (Defeat the Leblanc Syndicate to the top)

AIRSHIP CELSIUS: +0.6%

TOTAL: 6.6%

Speak with Brother and choose "Comfort him."

LUCA: +1.6%

TOTAL: 8.2%

Mission Complete! (Relive Yuna's concert events, including the Moogle healing event)

Speak with Rin in the corridor under the blitzball dome.

MI'IHEN HIGHROAD: +0.2%

TOTAL: 8.4%

Listen to Yuna's memories of the Mi'ihen Highroad

MUSHROOM ROCK ROAD: +4.6%

TOTAL: 13.0%

Speak with Yaibal and the other Youth League members.

Speak with Clasko at the entrance.

Enter the Mushroom Rock Road area to begin the "Foggy Fiend Frenzy!" mission.

Mission Complete! (Navigate through Mushroom Rock Road to the lift area)

Speak to Clasko at the entrance to Mushroom Rock Road, and allow him to come onboard the Celsius.

Outside the Youth League Headquarters entrance, speak with Lucil twice.

Outside the Youth League Headquarters, speak with Maechen without skipping or interrupting. Shake Maechen's hand when he's done.

At the Den of Woe, encounter Ormi and Logos. Speak with Maroda.

Onboard the Airship Celsius, watch the Treasure Sphere recording, "Crimson Report 1."

Speak to Clasko on the upper level of the Cabin.

CHAPTER 1 COMPLETE!

COMPLETION GUIDE

BEGINNING OF CHAPTER 2		Characters
AIRSHIP CELSIUS: +2.4% Rest in the Cabin.	TOTAL: 27.6%	
Speak to Brother on the Bridge and choose "Youth League." (Returning the Awesome Sphere)	TOTAL: 28.6%	
MUSHROOM ROCK ROAD: +1.0% Give the Awesome Sphere to Nooj.	101AL: 28.6%	
AIRSHIP CELSIUS: +0.6%	TOTAL: 29.2%	
Begin the mission to steal three Leblanc Syndicate uniforms.		-
BESAID ISLAND: +0.8% Mission Complete! (Run the Gunner's Gauntlet and beat Beclem's required score)	TOTAL: 30.0%	Battle System
KILIKA ISLAND: +0.2%	TOTAL: 30.2%	
Go to Kilika Island and move forward to speak with Dona and the villagers.	1011121 331270	3
LUCA: +0.8%	TOTAL: 31.0%	
Watch the interview with Shelinda in Luca-Square.	TOTAL OF AN	
MI'IHEN HIGHROAD: +1.4% Mission Complete! (Capture a chocobo and rescue Calli within the time limit)	TOTAL: 32.4%	
Speak to Clasko and Calli near the Travel Agency and let them and the chocobo board the Celsius.		
MUSHROOM ROCK ROAD: +1.0%	TOTAL: 33.4%	the stance
Outside the Youth League Headquarters, speak to Elma and Lucil. At the Den of Woe, speak with Nooj.		
Board the Celsius and speak to Shinra to watch Crimson Report 7.		1 [7
MOONFLOW: +0.2%	TOTAL: 33.6%	
Mission Complete! (Sell all 10 tickets for Tobli)		Walkthrough
GUADOSALAM: +0.2%	TOTAL: 33.8%	
Speak to the guards outside Leblanc's chateau.		
THUNDER PLAINS: +0.2%	TOTAL: 34.0%	Lil pulty
Speak to Cid in the southern portion of the Thunder Plains.		Litetriesses
MACALANIA WOODS: +1.4%	TOTAL: 35.4%	Today West 2
Mission Complete! (Locate all three musicians for the Hypello near the entrance)		
CALM LANDS: +0.8%	TOTAL: 36.2%	
Clasko leaves the airship and runs toward the old Monster Arena. Mission Complete! (Clear the fiends out of Clasko's Chocobo Ranch)		111111111111111111111111111111111111111
Capture a chocobo during a random battle before the end of Chapter 3.		
Speak to Lian and Ayde at the Travel Agency.		

TOTAL: 36.6%

ZANARKAND RUINS: +0.4%

SOMPLENION GUIDE

GUADOSALAM: +2.0%

Inside the chateau, speak with Logos and Ormi in the living room.

Speak with Leblanc in her upstairs bedroom.

Speak to Logos and Ormi a second time, then proceed to Logos's room.

Watch Ormi's and Logos's spheres.

Talk to Maechen.

Obtain "Crimson Sphere 4," then board the airship and watch "Crimson Report 4" at Shinra's station.

THUNDER PLAINS: +0.2%

TOTAL: 50.0%

TOTAL: 49.8%

Speak to Lian and Ayde in the northern part of the Thunder Plains. Choose any destination.

MACALANIA WOODS: +0.8%

TOTAL: 50.8%

After paying off O'aka's debt, head to the Travel Agency at Lake Macalania and obtain a Mission Complete! (Defend the Travel Agency from fiend attacks)

BIKANEL DESERT: +0.4%

TOTAL: 51.2%

Speak to Marnela in the Cactuar Nation.

CALM LANDS: +0.4%

TOTAL: 51.6%

Mission Complete! (Rescue the tourists trapped inside the cave)

Visit the Travel Agency to ensure the installation of Shinra's CommSphere.

Visit the upper floor of the Chocobo Ranch to ensure the installation of Shinra's CommSphere.

MT. GAGAZET: +0.4%

TOTAL: 52.0%

Mission Complete! (Defeat Garik Ronso at the mountain summit to stop the Ronso from waging war)

ZANARKAND RUINS: +0.2%

TOTAL: 52.2%

Speak to Isaaru inside the Zanarkand dome.

Complete "Operation: Monkey!" mission before the end of Chapter 3.

BESAID ISLAND: +2.0%

TOTAL: 54.2%

Mission Complete! (Clear the temple of fiends and defeat Valefor)

KILIKA ISLAND: +1.0%

TOTAL: 55.2%

Mission Complete! (Sneak through the port and the forest to Kilika Temple, then rescue Barthello and defeat Ifrit)

AIRSHIP CELSIUS: +0.6%

TOTAL: 55.8%

BEVELLE: +1.6%

TOTAL: 57.4%

Notice Gippal from the Highbridge.

Witness a scene at the Bevelle Underground.

Obtain Crimson Sphere 1, board the Celsius, and view Crimson Report 1 at Shinra's station.

DJOSE TEMPLE: +2.2%

TOTAL: 59.6%

Mission Complete! (Defeat the fiends emanating from the temple and defeat Lxion)

When Yung mentions "I'm all alone..." in the Farplane Abyss, press the X button to hear a distant whistle. Keep pressing the X button until you hear the whistle four times.

CHAPTER 3 COMPLETE!



Cheracless

Battle System













flends and facutes

SOMPLETION GUIDE

BEGINNING OF CHAPTER 4

AIRSHIP CELSIUS: +1.8%

TOTAL: 61.4%

Watch Crimson Report 2 and Crimson Report 3 at Shinra's station.

Rest in the Cabin.

AIRSHIP CELSIUS:

COMMSPHERE NETWORK: +0.8%

TOTAL: 62.2%

View the Besaid Island CommSphere and speak to Wakka.

View the Kilika Island CommSphere and speak to Dona.

View the Mushroom Rock Road CommSphere and speak to Yaibal.

View the CommSphere in Bevelle and speak to Maroda.

AIRSHIP CELSIUS: +0.8%

TOTAL: 63.0%

Ride the elevator to the Deck and speak with Paine.

AIRSHIP CELSIUS:

COMMSPHERE NETWORK: +4.4%

TOTAL: 67.4%

View the Besaid Island CommSphere seven times and watch the scenes with Wakka and Beclem.

View the Kilika Island Temple CommSphere and speak to Barthello.

View the Luca CommSphere and watch all of Shelinda's interviews.

View the Mi'ihen Highroad CommSphere and view all the areas to gather evidence so that Rikku or the Chocobo Eater is the culprit.

View the Djose Temple CommSphere and watch the first scene where the Al Bhed technician approaches the CommSphere.

View the Guadosalam CommSphere; Yuna speaks to Ormi.

View the Thunder Plains CommSphere and capture the chocobo with the Choco-Porter contraption.

View the Macalania Woods Entrance CommSphere and the musicians appear and speak.

View the Macalania Woods Travel Agency CommSphere and O'aka laments the poor business.

View the Bikanel Desert Camp Area CommSphere and speak to Nhadala.

View the Calm Lands Chocobo Ranch CommSphere until you see Clasko telling the chocobo, "You're a good boy, aren't you?".

View the Mt. Gagazet Mountain Gate CommSphere and speak with Kimahri.

View the Mt. Gagazet Hot Springs CommSphere and witness the scenes involving Tobli, Buddy, Barkeep, O'aka, Isaaru, Elma & Lucil, Maechen, Cid & Nhadala, and Dona.

MOONFLOW: +0.8%

TOTAL: 68.2%

Mission Complete! (Chase Tobli around the Moonflow to the entrance of Guadosalam)

AIRSHIP CELSIUS: +1.0%

TOTAL: 69.2%

Rehearse for Thunder Plains concert.

AIRSHIP CELSIUS:

COMMSPHERE NETWORK: +2.4%

TOTAL: 71.6%

View the Besaid Island CommSphere scenes involving Beclem and Lulu.

View the Kilika Island Port CommSphere scenes involving Dona.

View the Kilika Temple CommSphere scenes involving Barthello.

View the Mushroom Rock CommSphere scenes involving Lucil and Yaibal.

View the Moonflow CommSphere scenes involving Elma.

View the Guadosalam CommSphere scenes where Ormi speaks about the concert.

View the Macalania Woods Travel Agency CommSphere scene where O'aka leaves for the concert.

View the Zanarkand Ruins CommSphere scene with Isaaru.

THUNDER PLAINS: +0.4%

TOTAL: 72.0%

AIRSHIP CELSIUS: +1.0% TOTAL: 73.0% : Characters Listen in on the crowd's argument Talk to Tobli to start the concert and watch the YRP scene that follows. THUNDER PLAINS: +0.4% TOTAL: 73.4% Yunapalooza. AIRSHIP CELSIUS: +2.2% TOTAL: 75.6% Speak to Maechen on the Bridge. Speak to Leblanc in the Engine Room. CHAPTER 4 COMPLETE! BEGINNING OF CHAPTER 5 **Battle System** TOTAL: 77.6% AIRSHIP CELSIUS: +2.0% Watch "Crimson Report 5" at Shinra's station. Speak to Buddy on the Bridge. Rest in the Cabin to be awakened by Brother's rambling. Speak to Buddy in the Engine Room. ZANARKAND RUINS: +0.8% TOTAL: 78.4% Episode Complete! Speak to Maechen and agree to listen about Vegnagun. TOTAL: 80.2% BESAID ISLAND: +1.8% Episode Complete! TOTAL: 81.2% KILIKA ISLAND: +1.0% Episode Complete! LUCA: +0.6% TOTAL: 81.8% Mission Complete! (Follow the moogle to relive memories of FINAL FANTASY X) Episode Complete! MI'IHEN HIGHROAD: +0.2% TOTAL: 82.0% Episode Complete! MUSHROOM ROCK ROAD: +3.0% TOTAL: 85.0% Mission Complete! (Fight with the Youth League warriors and defeat Lucil) Episode Complete! Go to the observation deck at Youth League Headquarters, and speak to Lucil to receive "Nooj's Sphere." Board the airship and watch the Treasure Sphere movie, "Deathseeker" at Shinra's station. Obtain all the Crimson Spheres and open the sealed door in the Den of Woe. Defeat Rikku, Paine, Baralai, Gippal and Nooj. Episode Complete! TOTAL: 85.8% DIOSE TEMPLE: +0.8%

MOONFLOW: +0.4%

Defeat the Experiment boss when its Attack, Defense, and Special levels are below level 5.

Repair the Experiment with the repair manual key items. Defeat Experiment boss a second time when all levels are level 5. Episode Complete!

TOTAL: 86.2%

Episode Complete!

COMPLETION CUIDE

GUADOSALAM: +1.2%

Join the musical group in the central square. Episode Complete!

Return to Guadosalam and speak to Tromell outside the locked door. Enter the locked area and obtain Baralai's Sphere, then board the Celsius and watch the Yevon's Secret sphere at Shinra's station.

THUNDER PLAINS: +1.0%

Mission Complete! (Defeat the fiends attacking the towers)

Enter the secret cave and rescue Cid. Defeat the Machina Panzer boss. Episode Complete!

Onboard the airship, speak with Cid on the outside Deck.

Return to the Bridge to view Cid's tirade.

MACALANIA WOODS: +0.6%

View the scenes at the two springs. Episode Complete!

Trigger the scene with O'aka and Wantz near the Travel Agency. Episode Complete!

BIKANEL DESERT: +1.2%

Mission Complete! (Locate the first nine Gatekeepers and return them to the Cactuar Nation at Bikanel)

Mission Complete! (Enter the Cactuar Hollow and defeat the Jumbo Cactuar)

Mission Complete! (Defeat Angra Mainyu) Episode Complete!

Return to the Cactuar Nation and speak with Benzo.

BEVELLE: +1.8%

Episode Complete!

Inside Via Infinito, the hidden dungeon at Bevelle, obtain Crimson Sphere 6 at Cloister 0. Defeat Aranea and obtain Crimson Sphere 8 at Cloister 20.

Board the Celsius and view Crimson Report 6 and Crimson Report 8 at Shinra's station.

Defeat Trema in Cloister ∞. Episode Complete!

CALM LANDS: +0.4%

Raise the publicity level of either company to level 5 before entering the Calm Lands. Episode Complete!

Dispatch three chocobos of each level without any of them running away to reveal the Chocobo Ranch's secret dungeon. Complete the dungeon and defeat the Anything Eater. Episode Complete!

MT. GAGAZET: +1.2%

Episode Complete!

AIRSHIP CELSIUS: +0.6%

After getting Episode Complete in every location, YRP is presented with the Gullwings' prized Mascot dressphere.

Talk to Brother and decide where you want to go to jump into the Farplane (any location is fine).

FARPLANE: +0.8%

TOTAL: 95.0%

TOTAL: 87.4%

TOTAL: 88.4%

TOTAL: 89.0%

TOTAL: 90.2%

TOTAL: 92.0%

TOTAL: 92.4

TOTAL: 93.6%

TOTAL: 94.2%

Advance to the Farplane Abyss to find Leblanc waiting for Nooj.

AIRSHIP CELSIUS: +2.4%

TOTAL: 96.0%

After entering the Farplane, board the Celsius and view the consecutive familiy events: Speak to Shinra on the Bridge, overhear Buddy and Brother on the Deck view the confrontation with Cid at the Cabin area. Return from the Farplane a second time and speak with Rikku on the Deck.

FARPLANE: +4.0%

TOTAL: 100.0%

Defeat Vegnagun.

Defeat final boss.

CHAPTER 5 COMPLETE!

During the scene at the Farplane Abyss, press the X button to hear whistling.

Answer the fayth "Yes!" to view the Perfect Ending.





Mini-Games

Langues som

When Available: Location: Objective:

Chapters 1, 2, 3, and 5

Luca

A new game is all the rage among the blitzball-bereft citizens of Luca.

Mathematical skills and a quick mind are what is needed to beat the Sphere
Break players at their favorite game. Collect coins while digging in the
Bikanel Desert or win them in matches. Come back to Luca during Chapter 3
to participate in the Sphere Break Tournament and see if you can defeat
Shinra in the final match for the Lady Luck Dresssphere.

SPHERE BREAK OVERTAKES LUCA!

Sphere Break is one of the few mini-games that spans almost the entirety of the game. To start it, visit Luca after you see the Behind the Scenes mission explaining what Yuna was doing while Rikku and Paine were catching Leblanc at the concert. Head over to the blitzball stadium and go into the locker room on the right. There you'll meet up with Rin, the creator of Sphere Break. He'll give you some of the basics and refer you to a proctor in the other locker room.



Look for this character to learn the rules of Sphere Break. His lutorial is highly recommended in addition, he's the only player you can play in Chapter 1

Talk to the Rin's beaked asistant to get 20 entry coins and the rules of the game. During Chapter 1, you can only play against this character, so take advantage of this time to get familiar with the game and win some more coins.

The number of players you can take on increases as you proceed through the game. In Chapter 3, head back to Luca for the Sphere Break Tournament. In Chapter 5, look in the locker rooms for even stronger players and greater challenges!



Clear the Behind the Scenes mission to gain unrestricted access to Luca. Head to the stadium locker rooms to start playing Sphere Break

PLAYING SPHERE BREAK

Sphere Break is a fun game to play once you understand the rules. Basically, you're racing against the clock to create multiples of the Core Sphere's core number using combinations of 16 numbered coins.

Sphere Break takes place on a special game board that holds 16 coins and a Core Sphere. Don't worry about finding a Core Sphere of your own (you won't); just look for people who have one of their own to play with. The core sphere randomly generates a core number from 1-9 and appears as the small sphere in the center of the board. Using the 16 coins surrounding the Core Sphere, you must create a multiple of the core number to end the turn. The number of Border Coins you use in a turn is applied against the game's quota (a figure that varies depending on the Core Sphere you'te playing against). When you meet the quota within the number of turns set, you win the game. If you fail to create a multiple of the core number within the time limit set or fail to meet the quota in the number of turns specified, you lose the game.



Get used to the look of the game board so that you know where to look for information instinctively.



The core number on this board is 3.
The Entry Coins are the ones you get at the start of the game. Their face numbers are 3, 2, 1 and 5.

Central to Sphere Break are the two different types of coins used to create multiples of the core number. The four gold colored coins surrounding the Core Sphere are called Entry Coins, which you supply. You must have four different Entry Coins to play the game and/once the game is over, they are gone for good. However, you can win more in the game or by digging in the Bikanel Desert. There are 64 different Entry Coins, each with their own base numbers from (1-9) and different traits.

Around the Entry Coins are 12 silver colored coins called Border Coins. The NPC player provides these coins. Border Coins are used in combination with the Entry Coins to create multiples of the core number. Like the Entry Coins, Border Coins are also numbered from 1-9. However, at the end of a turn, the number on the front of the remaining Border Coins increases by 1.

The numbers on the front of both the Entry and Border Coins are used to create multiples of the core number. For example, say that the core number for a certain round is 4. You need to make a multiple of that number (4) to create a "Core Break" to end the turn. Above the game board is an information bar that indicates the current sum of the coins you've chosen and, under the heading Break Multiples, gives you the next three multiples of the core number. If you get lost, use the information bar to help close out your Core Break.



The Border Coins form a ring on the outside of the board. The numbers on the coins increase by 1 at the end of each turn. Coins with the number 9 disappear at the end of a turn if they aren't used.

At the start of each turn, the core number is revealed and you have a set amount of time to create a multiple of that number. First, you must choose one of the Entry Coins. At the start of the mini-game, you are given four different types of coins (Coyote, Flan, Helm, and Zurvan) with the following numbers on their faces: 3, 2, 1, and 5 respectively. Let's say the core number for a turn is three. You can choose to end the turn by starting with the Coyote Entry Coin (which has a three on it), or attempt to create a larger combo by choosing one of the other Entry Coins. Since the Entry Coins you use never count directly towards the quota, you'll almost always want to use at least two coins (one Entry Coin and one or more Border Coins) to make a Core Break-otherwise, you've most likely wasted a turn.

After selecting an Entry Coin, you can choose freely from the remaining coins (both Entry and Border Coins). After choosing a coin, you cannot deselect it, so choose wisely-but quickly. Continuing the example from above, the first three multiples of the core number 4 are 4, 8, and 12. If you chose the Zurvan coin as your Entry Coin (with a face value of 5), you only have to add 3 to your current sum to create a Core Break at 8. You can combine the Zurvan coin with a Border Coin with the face value of 3 or two Border Coins with face values of 1 and 2 to create the Core Break. Whatever coins you choose, once you create a coin combination that equals a mul-



When you are trying m create Break Multiples with large numbers of Border Coins use the information bar III keep track of the sum of the coins you've chosen and the next multiples of the core number.

Sall - System

The core number I can easily derail your attempts to meet your quota, smoe the first Entry Coin you choose will Invinediately cause a Core Break. Your only chance to whittle away the quota is lo go for a "Multiplier Echo"

ADVANCED TECHNIQUES

tiple of the core number, the turn ends and the number of Border Coins you used to make your Core Break are applied against the match quota.

The terms for winning and losing a match of Sphere Break are pretty simple: To win, you must fill the Quota within the required number of turns. When you start a game of Sphere Break with one of the NPCs, these terms are clearly laid out. If you forget, look at the box in the upper-left corner of the screen for a reminder.

However, there are many ways to lose a match of Sphere Break. The most obvious way is to fail to make your quota within the set number of turns. This is masy to do at the start of your Sphere

Break experience as you try to get used to the way the game works.

The easiest way to lose the game is by failing to make a Core Break within the set turn time limit. Each num has a set time limit that you have to work within. As you strive to create larger coin combinations, it is very easy to get lost within your calculations and either run out of coins or time.



Be careful when making Core Break combinations It is very easy to panic and try to use up all of your Border Coins in one shot Unfortunately, this urge will leave you without many options for a couple of turns and may cost you the match

Since the Border Coins you use in a Core Break are removed from the board at the end of a turn, you should avoid using too many Border Coins for several turns until they're replenished. A 10-coin combo is nice, but there are other ways to increase the number of coins applied against your quota that don't involve using a lot of coins in one turn.

COIN TRAITS



Check out an Entry Coin's traits before deciding whether to put it in the game. Use these traits to your advantage and you'll win big!

The majority of coins have traits associated with them that can give you prizes of items or coins, alter the gil value of your Entry Coins, or add multipliers to the number of coins applied against your quota for that turn, just to name a few. The traits assigned to Border Coins are randomly determined and vary from coin to coin. The traits associated with Entry Coins are predetermined and do not change. When choosing the four Entry Coins you're going to play with, keep their face value and traits in mind. If you can stack your deck with Entry Coins that double, triple, quadruple, or even quintuple the number of coins added toward the quota, you can reach even the largest quotas with ease!

ECHO BONUSES

There are two advanced Entry Coin traits that require special attention: Coin Count Echo and Multiplier Echo. Selecting a coin with these traits as one of your four entry coins allows you to get Coin Count Echo and Multiplier Echo

bonuses during the game. Once you select these coins at the beginning of the match, you're eligible for the bonus every turn whether you select the coin on that turn or not.

A Coin Count Echo occurs when you use the same number of coins to create a Core Break two or more in a row. The multiplier increases by one for each turn you make a Sphere Break using the same number of coins. This is a quick and easy way to tear through the quota, and you don't even have to use a large number of coins to see big results quickly. In effect, if you use 2 or 3 coins to make a Sphere Break on every turn, you can build up a large Echo Bonus without depriving yourself of Border Coins or taxing your brain. You don't have to be a math genius to figure out multipliers with three or four coins.



You must have a coin with the "Coin Count Echo" or "Multiplier Echo" trait before you'll be able to score any Echo bonuses

Coin Count Echo Bonus = # of Border Coins Used x the # of Consecutive Echoes.

The Multiplier Echo is a bit trickier to pull off (and the coins with this trait are harder to find). Basically, if you make a Core Break with the same multiplier twice in a row, you start a Multiplier Echo and earn bonus quota points. For example, if you have a core number of 3 and you make a core break with a sum of 6, the multiplier used in the Multiplier Echo is 2x the core number. So, in the next turn, you want to use a number that is 2x the core number to create the Core Break. If the next core number is 6, then you want to use 12 as your Core Break sum to complete the Multiplier Echo. The more turns you can keep this up, the larger the bonus.

Multiplier Echo Bonus = Target Multiplier x # of Consecutive Echoes

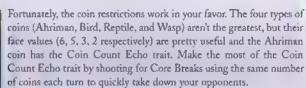
Mini-Games

THE SPHERE BREAK TOURNAMENT

Visit Luca in Chapter 3 to participate in the Sphere Break Tournament. The rules for this tournament are pretty simple: You must win three matches to advance to the finals where you take on your buddy, Shinra. If you lose three matches, you are disqualified. You can't take on the same competitor twice and you must use the coins provided specicifically for the contest.



The Ahriman Entry Coin is the key to relatively easy victories





It's tournament time! Can vou be Shinra and win the Lady Luck Dresssphere?

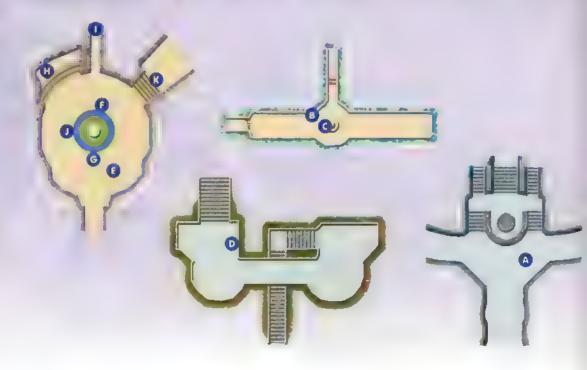
SPHERE BREAK PLAYER INFORMATION

This section provides all of the basic information about the various Sphere Break players, including their locations and levels of difficulty. You will also find information about the types of items and coins you can win when you take them on. The lists of items and coins correspond with the information given in the following tables.





	SPHERE BREAK PLAYERS (NORMAL)									
200	HAME	TURNS	TIME	NO.	الإوسالية	TEM	RARESTEM	COLN	ALC: NO.	
	Practice Core Sphere	15	60 sec	20		Item A	Rare A	Group A	Group D	Always
2	Shades Core Sphere	15	60 sec	20	14	Item A	Rare A	Group A	Group D	Chapters 2-5
3	Punk Core Sphere	20	45 sec .	80	****	Item D	Rare D	Group C	Group E	Chapters 2-5
4	Gigolo Core Sphere	15	60 sec	30	44.4	Item B	Rare B	Group B	Group E	Chapters 3-5
5	Dream Shop Core Sphere	20	45 sec	50	***	Item C	Rare B	Group B	Group E	Chapters 3-5
6	Shoopuf Care Sphere	20	45 sec	50	### T	Item B	Rare B	Group A	Group D	Chapter 5
7	Pet Core Sphere	15	30 sec	50	111	Item P	Rare P	Group C	Group F	Chapter 5
8	Gagazet Core Sphere	30	60 sec	100	TPE	Item C	Rare C	Group B	Group E	Chapter 5
9	Shinra Core Sphere	20	30 sec	100	*****	Item S	Rare S	Group D	Group E	Chapter 5
10	Macalania Core Sphere	30	45 sec	80	****	Item B	Rare C	Group B	Group D	Chapter 5
11	Milihen Core Sphere	30	20 sec	150	2221	Item D	Rare D	Group C	Group F	Chapter 5
12	Bevelle Core Sphere	30	30 sec	200	19714	Ifem E	Rare E	Group D	Group G	Chapter 5
13	Marryelous Core Sphere	30	30 sec	300	****	Item E	Rare E	Group D	Group H	Chapter 5



		s	PHERE	BREA	K PLA	YERS	(NORMA)	.)		
풿		TURNS	TIMELT	QUOTA	JOJES	ITEM	RARE ITEM	BOIN	RANE COIN.	Virginia State Y
A	Inhimidator Core Sphere	15	60 sec	20	أحداث	Item A				Always
ġ	Slacking Guard Core Sphere	15	60 sec	20	**	Item A			-	Always
Û	Grandpa Core Sphere	15	45 sec	30	***	Item B	-		-	Always
D	Dream Shop Core Sphere	10	60 sec	25	**	Item B		-	-	Always
E	Fresh Catch Core Sphere	15	60 sec	20	**	Item A				Always
F	Shades Core Sphere	15	60 sec	20	2.0	Item A		- "		Always
G	Punk Core Sphere	15	60 sec	40	277	Ilem B	-			1 Win
Н	Gigolo Core Sphere	15	60 sec	30	214	Item B				1 Win
	Shoopuf Core Sphere	10	60 sec	20	***	Item B			-	1 Win
J	Pel Core Sphere	15	45 sec	40	111	Item P		-		2 Win
K	Shinra Core Sphere	15	45 sec	5	****	Item S				Final Match

The following section lists the items given away during matches.

ITEM A	
H: Polion Remedy Dispel Tonic	60% 20% 20%
ITEM B	
Hi-Potion Chocobo Feather Lunar Curtain Light Curtain Star Curtain	20% 20% 20% 20% 20%
ITEM C	
H-Polion	20%

ITEM D	
Mega-Potion	20%
Healing Spring	40%
Stamina Tablet	20%
Mana Tablet	20%

20%

20%

20%

Remedy

Healing Spring

Dispel Tonic

ITEM E					
Mega-Potion Éther	20%				
Remedy	20% 20%				
Chocobo Feather	20%				
Healing Spring	20%				

ITEM P						
*HPation	20%					
Ether	10%					
Remedy	20%					
Healing Spring	20%					
Dispel Tonic	20%					
**White Signet Garment Grid	10%					
Increases to 30% after win	nning the					

White Signet Garment Grid.

**Drops to 0% after winning the White Signet Garment Grld.

ITEM S					
*Hi-Pation	20%				
Chocobo Feather	10%				
Lunar Curtain	20%				
Light Curtain	20%				
Star Curtain	20%				

Star Curtain **Treasure Hunt Garment Grid 10% *Increases to 30% after winning the Treasure Hunt Garment Grid.

**Drops to 0% after winning the Treasure Hunt Garment Grid.

- 1	-	•	ю.			•
	ж.	A	ĸ	₽.		
- 3		т.		•	- 1	•

11001110	
X-Potion	40%
Ether	20%
Healing Spring	20%
Stamina Tablet	20%

nane b					
X-Potion /	20%				
Stamina Tablet	20%				
Mana Tablet	20%				
Stamina Tonic	20%				
Mana Tonic	20%				

RARE C

Mega-Potion	20%
Chocobo Feather	40%
Chocobo Wing	40%

RARE D

ı	X-Pation	20%
ı	Mega Phoenix	20%
ı	Chocobo Feather	20%
ı	Stamina Tonic	20%
ı	Mana Tonic	20%
ı		

RARE E

X-Pation	20%
Ether	10%
Mega Phoenix	20%
Remedy	10%
Chocobo Wing	10%
Healing Spring	10%
Mana Tonic	10%
Twin Stars	10%

RARE P

X-Potion	20%
Mega-Potion	10%
Ether	10%
Remedy	10%
Chocobo Wing	10%
Healing Spring	20%
Mana Tonic	10%
*White Signet Garment Grid	10%

*Becomes a Hi-Potion after winning the White Signet Garment Grid

RARE S

*X-Potion	20%
Mega Phoenix	10%
Chocobo Feather	20%
Chacabo Wing	20%
Mana Tonic	20%
**Treasure Hunt Garment Grid	10%

"Increases 🛮 30% after winning Treasure Hunt Garment Grid.

""Drops to 0% after winning Treasure Hunt Garment Grid.

The following lists the coins given away during matches.

GROUP A

Ahriman Coin	
Bird Coin	
Coyote Coin	
Flan Coin	
Helm Coin	
Reptile Coin	
Wasp Coin	
Zurvan Coin	

CDAHD D

unuur	D
Defender Coin	
Drake Coin	
Malboro Coin	
Phantom Coin	
Purpurea Coin	
Ruminant Coin	
Worm Coin	
Zu Coin	

GROUP C

Behemoth Coin
Blade Coin
Chimera Coin
Coeurl Coin
Elemental Coin
Iron Giant Boin
Ogre Coin
Tomb Coin

GROUP D

Adamantoise Coil
Bomb Coin
Cactuar Coin
Daeva Coin
Kukulcan Coin
Magic Urn Coin
Ochu Çein
Stalwart Coin

GROUP E

Arachnid Coin
Creeper Coin
Dragon Coin
Fungus Coin
Parrika Coin
Piranha Coin
Sahagin Coin
Tonberry Coin

GROUP F

Dinictus Coin
Ealer Coin
Evrae Coin
Haizhe Coin
Hermit Coin
Omega Weapon Coin
Tentacles Coin
Ultima Weapon Coin

GROUP G

Angra Mainyu Coin
Azi Dahaka Coin
Chocobo Coin
Gel Coin
Georapella Coin
Precepts Guard Coin
Jumbo Cactuar Coin
Seymour Coin

GROUP H

	???? Coin
ı	Auron Coin
ľ	Kimahri Coi
	Lula Coin
	Paine Coin
ı	Rikku Coin
ı	Wakka Coin
ı	Yuna Coin









ENTRY COIN LIST

The following table lists all of the Entry Coins you can find in the game. Most of them can be obtained through the "Let's Go Digging" mini-game. Please refer to that section to find out which coins can be found in which areas.

	E	NTRY COIN LIST		
COIN NAME	LENTHY NO:	TRAIT	HOW TO DETAIN	AROUT
Adamantoise Coin	3	Item	Let's Go Digging Mini-Game	D
Ahriman Coin	6	Coin Count Echo	Sphere Break Tournament	À-
Angra Mainyu Coin	3	Quota Multiplier Echo4	-	G
Arachnid Coin	1	200ta manphar Editor	Let's Go Digging Mini-Game	Ę
Auron Coin	9	Quota Multiplier Echo4	Lets do Digging with Game	H
Azi Dahaka Coin	7	Rare Item	Let's Go Digging Mini-Game	G
Behemoth Coin.	7	Quota Multiplier Echo2	Let's Go Digging Mini-Game	C
Bird Coin	5	Q801a Midiliplier Editoz	Sphere Break Tournament	A
Blade Coin	3	Coin Count Echo	Let's Go Digging Mini-Game	Ĉ
Bomb Coin	3	Coin Count Echo	Let's Go Digging Mini-Game	D
	2			
Cactuar Coin	2	Coin	Let's Go Digging Mini-Game	D
Chimera Coin	2	llem Dele	Let's Go Digging Mini-Game	C G
Chacaba Cain	6	Coin	Let's Go Digging Mini-Game	
Coeurl Cain	5	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	C
Coyote Coin	3	Coin	Sphere Break Tutorial	A E
Creeper Coin	3	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	
Daeva Coin	9	Quola Multiplier Echo2	Let's Go Digging Mini-Game	D
Delender Coin	8	Multiplier Echo	Let's Go Digging Mini-Game	В
Dinictus Coin	1	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	E
Dragon Coin	9	Gil Multiplier Echo2	Lets Go Digging Mini-Game	Ē
Drake Coin	4	Coin Count Echo	Let's Go Digging Mini-Game	
Eater Coin	3	Rare Coin	Let's Go Digging Mini-Game	F
Elemental Coin	9		Let's Go Digging Mini-Game	C
Evrae Coin	2	Coin Haut Multiplier Echo3	Let's Go Digging Mini-Game	F
Flan Coin	2	Item	Sphere Break Tutorial	A
Fungus Cain	3	Coin	Let's Go Digging Mini-Game	E
Gel Coin	3	-	Let's Go Digging Mini-Game	G
Georapella Coin	3	Quota Multiplier Echo4	Speak to a person in the Youth	G
			League Base for 5 of these.	
Guardian Coin	4	Quota Multiplier Echo3	-	G
Haizhe Coin	5	Coin	Let's Go Digging Mini-Game	F
Helm Coin	1		Sphere Break Tutorial	A
Hermit Coin	3	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	F
Iron Giant Coin	6	Multiplier Echo	Let's Go Digging Mini-Game	C
Jumbo Cactuar Coin	5	Rare Item	- Cold do origing time date	G
Kimahri Coin	9	Rare Item		H
Kukulcan Coin	8	Male (terr)	Let's Go Digging Mini-Game	D
Lulu Coin	9	Rare Coin	cata do originio imini-danie	Н
Magic Urn Coin	5		Let's Go Digging Mini-Game	D
	3	Gil Multiplier Echo2		
Malboro Coin	J	Multiplier Echo	Let's Go Digging Mini-Game	B
Ochu Coin	4	Gil Multiplier Echo2	Let's Go Digging Mini-Game	D
Ogre Coin	4	Coin	Let's Go Digging Mini-Game	<u>c</u>
Omega Weapon Coin	,	Quola Multiplier Echo3	Let's Go Digging Mini-Game	F
Paine Coin	9_	Multiplier Echo		H .
Pairika Coin	7	Coin Count Eche	Let's Go Digging Mini-Game	5
Phantom Coin	7	Coin	Let's Go Diggirg Mini-Game	В
Piranha Coin	6	Multiplier Echo	Let's Go Digging Mini-Game	E
Purpurea Coin	5		Let's Go Digging Mini-Game	В _
Replile Coin	3		Sphere Break Tournament	Α
Rikku Coin	9	Quota Multiplier Echo4		Н
Ruminant Coin	1	liem	Let's Go Digging Mini-Game	В
Sahagin Coin	2	Cain Count Echo	Let's Go Digging Mini-Game	E
Seymour Coin	9	Rare flem		G
Stalwart Coin	4	Multiplier Echo	Let's Go Digging Mini-Game	G D
Tentacles Coin	3	Coin Count Echo	Let's Go Digging Mini-Game	F
Tomb Coin	1		Let's Go Digging Mini-Game	C
Tonberry Coin	4	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	E
Ultima Weapon Coin	9	Quota Multiplier Echo2	Let's Go Digging Mini-Game	F
Wakka Coin	g	Rare item	ing do nighting than agus	н
Wasp Coin	2		Sphere Break Tournament	A
		Item		B
Worm Coin	. 2	Coin Count Enha	Let's Go Digging Minf-Game	
Yuna Coin	9	Coin Count Echo	Left Co Dissing Mini Com.	<u>H</u>
Zu Coin	. 5	item	Let's Go Digging Mini-Game	B
Zurvan Coin	2		Sphere Break Tutorial	Α
???? Coin	9	Quota Multiplier Echo5		H



When Available: Location: Objective:

Chapters 1, 2, 3, 5 **Bikanel Desert**

Help the Al Bhed search for Machina Parts hidden in the swirling sands of the Bikanel Desert. In the process, you may unearth helpful items like M Bhed Primers and coins for Sphere Break. Digging is a great way to earn gil and EXP.

REGISTERING FOR THE



Glopal is a bit hard to take, but you have to andure his constant furling to get the Letter of Intraduction

In Chapter 1, visit Diose Temple and talk to Gippal to register for the desert excavation. Before you can see him, though, you must stand in line outside the office. Talk to the people waiting around the temple to make the time pass more quickly. After doing so, go inside the temple and speak to Gippal. Follow him out to the bridge in front of the temple where he'll hand over a Letter of Introduction to take to Nhadala at the Al Bhed outpost in the Bikanel Desert.

Go to Bikanel Island and follow Rikku to the Al Bhed camp. The journey becomes rather difficult, and eventually the Al Bhed find the Gullwings. Give Nhadala the Letter of Introduction.



If a looks like Rikku doesn't know where she's going, that's because she doesn't Don't worry when your party collapses from dehydration. the At Bhed will find them is plenty of time to rescue them from the harsh desert!

WHERE'S NHADALA?

TWOU VISIT Bikanel Desert before getting the Letter of introduction from Gippal, you'll find the camp but you'll learn that Nhadala is out in the field working. Come back to the desert after the events with Gippal at Diose Temple to find her

DIGGING 101

To start an excavation, talk to the hoverpilot and choose a location. In Chapter 1, you can only dig in the Western Expanse, but the number of locations the Al Bhed are currently excavating increases as the game progresses.

	ningium olato iu iu	C DIVAMET NESCUI
LOCATION		-111-1161-11
Western Expanse	, 1, 2, 3, 5	Get the Letter of Introduction from Gippal in Chapter 1.
Southern Expanse	2, 3, 5	Complete the Dasis Mission.
Eastern Expanse	3,5	Undertake the Cactuar Nation Mission.
Northern Expanse	3,5	Undertake the Cactuar Nation Mission.
Central Expanse	5	Send a Chocobo from the Chocobo Ranch to Bikanel Island.
		(The first one you send to this area will run away.)



You can count on this hover pilot to terry you in the different desart locations

Once the hover reaches its destination, a small radar screen appears in the upper-left portion of the screen. This indicates the location of the hover and digging spots. It even keeps track of your position, the position of your rivals, and the location of any strange creatures in the area. Locations of machina parts are marked with a yellow "X," while a white "X" marks the locations of other items.



To dig in the desert sand, simply stand over one of the excavation points on the radar screen Yuna will then dig automatically

You have 60 seconds to scavenge for treasure and get back to the hover before the heat and desert sands overwhelm the party. Keep this in mind when the radar is first revealed and plan your course appropriately. If you fail to make it back to the hover in time, the mission is automatically considered a failure!

dullie System



The Gullwings can only survive for 60 seconds in the desert before help is needed!



Ambushed!

A trip is considered successful if you manage to find the machina part in the area and return to the hower within the time limit. Make finding this item (the yellow "X") your first priority! After doing so, you can check out the other digging sites. Not only will you find items (both common and rare) under a white "X," but you may also encounter a fiend ambush! The desert is full of dangerous fiends, so be prepared for a fight.

To make the excavation more interesting, the Gullwings are competing against others. Keep tabs on any rivals by looking for a grey-colored arrow on the radar screen. Occasionally, you will be alerted to the presence of a strange entity in the area. This fiend, Angra Mainyu, is marked on the radar with a purple arrow. If it appears where you are working, return to the hover as fast as possible. Angra Mainyu is next to impossible to defeat early in the game and, while it may not defeat your party, it will blast them from the desert.



Avoid Angra Mainyu at all costs until your party is strong enough to seriously wound it. This gigantic fiend has 333444 HP And that's not including its two timbs, fawrich and Zarich, which join the battle in Chapters 2 and 3 respectively!

RAISING YOUR RANK

When you return from a dig, there's a chance your rank will go up. Your mad digging skills are automatically evaluated after you complete 15, 30, 60, 90, 120, 150, and 180 digs. If you have more successfull digs than failed digs when you're evaluated, your rank will go up one level. There are four ranks all together: Sandbox League, Beach Comber, Sand Blaster, and Zen Master of Digging. See if you can master the digging game before the end of Chapter 5! The ranks are just thrown in for fun and don't affect your digging wages.

APPLY FOR PAY RAISES AT DJOSE TEMPLE!

Initially, the party earns 100 gil for each successful excavation. However, you can increase this amount by taking a simple exam at Djose Temple. Visit the temple and head straight for the room to the right of the research lab. Go up to the kiosk in the right-hand corner of the room and apply for a raise. You'll be asked your opinion of six different questions. Indicate whether you agree, disagree, or have no strong opinion about the statement asked. Each answer nets you anywhere from 2 to 0 points, depending upon how closely your opinion matches the computer's. If you score high enough, a pay raise is granted. If you fail, you must go back to the Bikanel Desert and dig for a while before you can apply again. The easiest way to pass each exam is to answer as though you love digging more than anything else in the world—including a pay raise!



Look for this kiosk inside Djose Temple it's located in the room farthest to the right.



The exam questions are easy once you know how to answer them. Just remember to impress the computer by showing your enthusiasm for digging!

The number of points needed to pass the exam changes in each chapter, as does the maximum amount of gil you can earn in each successful mission. You can only fail the exam five times before you are no longer allowed to attempt it. In most cases, if the appropriate answer is not clear, you can expect me get at least one point by answering "No Opinion." At the start of each chapter, your previous wages are thrown out and reset to the starting wages shown in the table below.

I	CHAPTER	THE I WALL PROPERTY AND	THE WATER	WAGE CAP
ı		5 points +	100 gil	150 gil
ı	2	7 paints +	150 gil	300 gil
ı	3	8 points +	200 gil	400 gil
ı	5	11 points +	300 gil	850 gil

Your actual wage cap depends on how high you managed to get your wages in earlier chapters. The nitty-gritty are explained in the following table, but essentially, if you want to end the game with the highest possible wages, you'll need to max out your wages before ending each chapter. If ou don't apply for any wage increases before Chapter 5, the highest wage you'll be able to get is only 500 gill

CHAPTER	MAX WAGE FORMULA
1 2 3 5	150 200 + (Wage at end of Ch. 1 - 100) x2 250 + (Wage at end of Ch. 2 - 150) /3 + (Wage at end of Ch. 1 - 100) x2 500 + (Wage at end of Ch. 3 - 200) /2 + (Wage ■ end of Ch. 2 - 150) /3
3	+ (Wage at end of Ch. 1 - 100) x2



Successful exam taking leads to higher salaries and more reasons to spend time in the desert!

THE OASIS AND CACTUAR NATION

items:

Coins:

Normal treasure chest: Potion, Hi-Potion, Phoenix Down, Antidote; Al Bhed treasure chest: Hi-Potion, Mega Phoenix, Remedy

None

Two other areas open up when you come to Bikanel Desert to dig: the Oasis and the Cactuar Nation. The Oasis opens up in Chapter 2 when you're asked by Nhadala to check out the region for strange events. Heed the pilot's advice and make sure that you are equipped to do battle before proceeding, as strange things are afoot in the Oasis!

After completing this mission, you can return to the Oasis for a different type of treasure hunting. During visits to the Oasis, you may find a treasure chest bearing interesting stuff. Head to the Oasis in Chapters 3 and 5 and you may encounter a caravan selling lots of amazing accessories! For the low-down on the treasure available here, refer to the following tables.

CHANCE OF V	ARIOUS EVENTS OCCURRING IN THE OASIS
Branch .	PERSENTAGE
Caravan (only in Chapters 3 and 5)	25%
Something appears floating in the Oasis	70%
Nothing happens	5%

CHANCE OF	VARIOUS THINGS APPEARING IN THE OASIS
St.	PERCENTAGE
Normal Treasure Chest	20%
Al Bhed Treasure Chest	30%
mpty Treasure Chest	20%
lash (empty hottle)	10%
rash (empty can)	10%
ost Dolphin	10%



One of three things occurs when you enter the Oasis: 1. You find something floating in the Oasis, 2 You find nothing; 3. You encounter the Catavan. The Catavan only appears in Chapters 3 and 5, once you've undertaken another task for the Al Bhed.

The Cactuar Nation is home to the cacti that have watched over Bikanel Desert for countless ages. In Chapter 3, Nhadala sends the Gullwings out with her translator, Benzo, to make contact with Marnela, the leader of the Cactuar Nation. Marnela needs your help find the Ten Gatekeepers, cactuar who've headed out into the world of Spira to learn and grow in their travles. Going to the Cactuar Nation and beginning the search for the Ten Gatekeepers opens up the Eastern and Northern Expanses for exploration. For more detailed information on the Ten Gatekeepers mini-game, read further in this chapter.



The quest for the Ten Gatekeepers is another mini-game altogether, but speaking to Marnela opens up two more areas for digging in the desert Just don't get distracted!

WESTERN EXPANSE (CHAPTERS 1-3, 5)

Items:

At Bhed Primer, Antidote (x2), Antidote (x5), Echo Screen (x2), Ether, Eye Drops (x2), Hi-Potion, Hi-Potion (x2), Holy Water (x2), Holy Water (x5), Potion, Phoenix Down, Potion, Remedy, Soft (x2), Soft (x5), Turbo Ether, 200 gil, 500 gil, 1000 gil, 3000 gil

Coins:

Chapter 1,2: Coyote Coin, Defender Coin,
Drake Coin, Flan Coin, Helm Coin, Malboro Coin,
Phantom Coin, Purpurea Coin, Ruminant Coin,
Worm Coin, Zu Coin, ZurvanCoin; Chapter 3, 5:
Adamantoise Coin, Behemoth Coin, Blade Coin,
Chimera Coin, Coeurl Coin, Daeva Coin, Elemental
Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin,
Ochu Coin, Tomb Coin



This area, the first you can excavate, is the easiest to explore. You can count on having one rival who rarely goes after the Machina part.

Minl-Games

Balthe Systems

SOUTHERN EXPANSE (

(CHAPTERS 2, 3, 5)

items:

Al Bhed Primer, Antarctic Wind, Arctic Wind (x2), Bomb Core (x2), Bomb Fragment, Budget Grenade, Budget Grenade (x2), Budget Grenade (x3), Dark Grenade, Dragon Scale (x2), Electro Marble, Fish Scale, Grenade, Grenade (x2), L-Bomb (x2), Lightning Marble (x2), M-Bomb (x2), Petrify Grenade, Potion, S-Bomb (x2), Silence Grenade, 200 gil, 400 gil, 1000 gil, 4000 gil

Coins:

Chapter 2: Coyote Coin, Detender Coin, Drake Coia, Flan Coin, Helm Coin, Malboro Coin, Phantom Coin, Purpurea Coin, Ruminant Coin, Worm Coin, Zu Coin, Zurvan Coin; Chapter 3, 5: Adamantoise Coin, Behemoth Coin, Blade Coin, Chimera Coin, Coeurl Coin, Daeva Coin, Elemental Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin, Ochu Coin, Tomb Coin



The second area to open up (starting in Chapter 2) is very similar to the first area. However, watch out for all of the shoopufs wandering around the desert, as they may block you from a digging spot. Beware, this is the first area where the swirling sands may conceal the yellow "X" that marks the location of the buried Machina parts. Keep searching, as it will eventually appear before the time limit runs out!

EASTERN EXPANSE (CHAPTERS 3, 5)

tems:

Al Bhed Primer, Echo Screen (x5), Ether, Eye Drops (x5), Hi-Potion, Hi-Potion (x2), Mega Phoenix, Phoenix Down, Potion, Power Gloves, Remedy, Soft (x5), 1000 gil, 5000 gil

Coins:

Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin



Watch out for the machina class monsters in this area, as they can make life tough for your party. In addition, keep an eye out for a green "X" to appear on the radar screen. When you approach this digging location, you'll

find the ruins of machina scattered all over the place. When you stand in a specific position, the machina pieces rush you into a series of four battles against Machina Hunters. After this occurs, you are automatically returned to the Al Bhed camp and the green "X" never appears again.

NORTHERN EXPANSE (CHAPTERS 3, 5)

ilems:

Al Bhed Primer, Candle of Life, Chocobo Feather, Chocobo Wing, Light Curtain, Lunar Curtain, Potion, Phoenix Tail, Silver Hourglass, Star Curtain, Twin Stars, 400 gil, 5000 gil

Coins:

Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin



Zus guard the ruins in this area, so come prepared to fight when you first travel here. You can also expect to fight them in random battles, along with Sandworms, while searching for treasure.

CENTRAL EXPANSE (CHAPTER 5)

Items:

Al Bhed Primer, Desert Key, Dispet Tonic, Ether, Farplane Shadow, Grenade, Hi-Potion, M-Bomb (x2), Mega-Potion, Nature's Tome, Poison Fang, Potion, S-Bomb (x2), 1000 gil, 2000 gil

Coins:

Azi Dahaka Coin, Chocobo Coin, Dinictus Coin, Eater Coin, Evrae Coin, Gel Coin, Haizhe Coin, Hermit Coin, Omega Weapon Coin, Tentacles Coin, Ultima Weapon Coin



This area only opens up in Chapter 5 after you send a chocobo from your ranch to explore the area. Apparently, this section of the desert is so vast that you meed

a chocobo to explore it! Regardless, digging for buried treasure on a chocobo is a great pleasure. It makes the process much faster and riding on a chocobo protects the

party from random encounters! In addition, the speed of the chocobo enables you to travel further away from the hover and return at faster speeds.

However, you must keep an eye on your rival. He also rides a chocobo and can be a fierce competitor for both treasure and the prized machina part. Since the yellow "X" rarely appears at the start of a dig here, keep an eye on the radar and make a break for it when the sands disclose its location.

This section covers seven mini-games that occur in the Calm Lands in FINAL FANTASY X-2. Some are available immediately in Chapter 1, while others become available as a result of events that occur in earlier chapters. Since all these mini-games occur in this one large area, they are grouped together in this section.

THE PUBLICITY CAMPAIGN AND "THERE GOES THE BRIDE"

When Available: Location: Objective: Chapters 1, 2, 3, 5

Calm Lands

Spread the news about the Calm Lands attractions and the owner of Argent Inc.'s eligible son to the people of Spira. If you do a good enough job, you can win prizes and even trigger two new attractions to open up in Chapter 5.



Ask about the Publicity Campaign to learn the basics and join the ranks of one of the two companies.

Two companies offer attractions in the Calm Lands: Argent, Inc. and Open Air, Inc. Each company provides their own credits and attempts to hire people to promote the games they run under their own names. They are fierce competitors, as each company tries to do their best to get the most business. When you stop by this area to try out some of their games, ask about their Publicity Campaigns, and see what you can do to help out!

Before you venture into the world of Spira to spread the gospel of either Open Air or Argent, Inc., head ■ the Travel Agency and talk to the head of Argent, Inc. He has a problem that you

can help him with at the same time that you are promoting the area's attractions. It seems that his son is in need of a bride (or at least that's what dad thinks!), but the lad's too shy to go out and promote himself. While you're talking up the Calm Lands' games to the public, do a little matchmaking for the poor lad.



Baltie System

Feel like dolny some matchmaking? Talk with head of Argent, Inc. at his stand in the middle withe field to get more details!

SPREADING THE NEWS

Playing this mini-game is easy and doesn't add much to your already heavy load of sphere hunting. All you need to do is look for people in the various towns and highways of Spira who are willing to listen to your sales pitch and matchmaking advice. The tables that follow list all of the people to whom you can make your pitch. Simply match your sales tactics to their personalities!

To initiate a conversation with someone regarding the Publicity or Matchmaking campaigns, approach someone and press the Square button. If the campaign menu appears, give that person your best pitch. If not, then you know that this character is not open to such propaganda.



Choose the right sales pilch and you'll get a pumped up response if you fail to excite enough interest, try again in the next chapter.

Each campaign has five pitches and each one provokes various responses from NPCs. To get the most points, you must determine what line works best with each character. Talk to the character, first to get an idea of what he or she is interested in to gauge what tactic might work the best. Alternatively, you can just guess and hope that you get it right! If you fail to get the best response, you must approach that character again later on.



The Campaign Menu appears when you press the Square button while standing next to a willing participant

PLAYING THE PUBLICITY CAMPAIGN

Each company provides a list of their best lines. However, the responses to these lines remain the same regardless of which company you are pitching for! To get the best score, strive to get the best response ("They seem totally pumped!") and the highest point value (5) each time you speak with a NPC. In addition, you can approach the same NPC multiple times to build your score. Try making the rounds at least once a chapter for the highest total score!



Open Air and Argent, Inc. each have their own sets of sales pitches However, once you figure out which pitch number to use, you can use the same one for the rival company.

Mini-Games

OPEN AIR PITCHES

- 1. Fun awaits you at Open Air!
- 2. Take to the Air. Open Air.
- 3. Open Air. Get your Air on.
- 4. I lost 30 pounds with Open Air!
- 5. Shee yoo Open Air, yesh?

ARGENT, INC. PITCHES

- 1. Fun awaits you at Argent!
- 2. Argent, at your service!
- 3. For a good time, call on Argent!
- 4. Argent, Fun you can rely on.
- 5. Would you like to hear about Argent, Inc.?

RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

They seem totally pumped!	5 points
They seem pretty psyched.	3 points
They seem mildly intrigued.	2 points
They don't seem the least bit interested.	1 point
They seem put off.	0 points

RAISING YOUR RANK



You can find out your current Publicity Rating and Level by asking your local Open Air or Argent representative in the Calm Lands. Your score determines your rank as a PR representative. The goal is to reach Rank 5 before the end of Chapter 5. Accomplish this feat, and you'll complete the mini-game and bring fame to the winning company. Using the tables provided at the end of this section, you can rack up the points with ease. You also earn publicity points for any credits you lose while playing the mini-games in the Calm Lands region. The following tables provide the Publicity Rating needed for each Publicity Level and the conversion rate of mini-game credits to Publicity Points in each chapter.

POINTS NEEDED TO ADVANCE PUBLICITY LEVEL

PUBLICITY HE	POINTS REEDED
1	N/A
3	60
4	260
5	400

CONVERSION RATIO OF MINI-GAME CREDITS TO PUBLICITY POINTS

CHAPITER #	ROINTRATIO
1	1 Publicity point for every 20 Mini-Game Credits 1 Publicity point for every 50 Mini-Game Credits
3 5	1 Publicity point for every 100 Mini-Game Credits 1 Publicity point for every 200 Mini-Game Credits

Keep in mind that your Publicity Level only grows as fast as your progress through the game. Regardless of the number of points you've accumulated, your highest rank will only be one level higher than the current chapter number. So if you pick up 283 PR points in Chapter 1, your rank at that time will max out at Level 2.

There are several gameplay aspects that are influenced by your Publicity Level advancement. They are:

- The number of prizes available for purchase by trading in credits increases. (See the following list.)
- New difficulty levels are added to Lupine Dash, Reptile Race, and Sky Slots.
- The number of credits you can bet during each mini-game increases.
- In Chapter 5, when you reach Publicity Level 5, the campaign ends. You can win up to two new mini-games based on your Publicity Level with both companies.

SWITCHING BETWEEN COMPANIES

For the best effect, you should campaign for both companies. However, switching between Open Air and Argent, Inc. comes at a price. When switching sides, the number of points you accumulated is cut in half. If you decide to return to that side's campaign later, you start from the reduced number. For example, if you accumulate 150 points for Argent, Inc.'s campaign and decide to switch to Open Air for a while, your PR points for Argent drop to 75. When you switch back to Argent, you start back at 75 points while the points you gathered for Open Air are halved.

If you want to unlock both mini-games at the end of the campaign, you should accumulate at least 280 Publicity Points for one company during the first two chapters and then switch to the rival company. Gather the 400 points needed to bring the episode to a close in Chapter 5, and when the points are tallied at the end, you get both games.

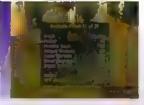


Before switching sides, the company representative discloses all of the point loss information so you can make an informed decision.

FABULOUS PRIZES!

The items you can purchase with your game credits change based on your current Publicity Level with that company. After the companies merge in Chapter 5 (after reaching Rank 5 in one of the two companies' campaigns), the items that appear are based on the ranks you reached with each company. For example, if you reached Rank 5 for Open Air and Rank 3 for Argent, Inc., you can purchase items available for Rank 5 from the Open Air "Publicity Level (After Integration)" column and items available for Level 3 from the Argent, Inc. "Publicity Level (After Integration)" column.

*These items can only be purchased after buying the Flash of Steel Garment Grid.



You can trade in credits for valuable and sometimes rare merchandise.



ARGENT, INC ,												
TEM	CREDIT				PUBL	CITY	LEV.E					
		BEE(BEFORE INTEGRATIO			BMIN AFTER INTER			TEGRATI	GRATION		
					4					4	951	
Potion	10	X	X	X	X		X	Х	X	X	X X	
Phoenix Down	30	X	Х	Χ	Х		X	X	Х	X	Х	
Budget Grenade	50	X	X	Χ	Х		X	X	Х	X	Χ	
Hi-Potion	150	X		-	v		X	Х	X	X	Х	
Ether	500	X					Х	Х	Х	X	Х	
Lunar Curtain	70		X	Χ	X			X	X	X	Х	
Silver Hourglass	100	-	X	Χ	X		-	Х	Х	Х	Х	
Dispel Tonic	200		X	Х	X		-	Х	Х	Х	X	
Dalense Veil	750		X	-			-	Х	X	X	X	
Gold Bracer	2500		X	-				X	X	X	X	
Farplane Shadow	100	-		χ	X		-		Х	X	Х	
Mana Spring	300			Χ	X		-		X	X	Х	
Soul Spring	500	-		X	X		-		X	Х	Х	
Tarot Card	1500	-		X			-		X	X	Х	
Hypno Crown	5000			X.	-		-		X	Х	Х	
Stamina Spring	350		-	-	X		-	-		Х	Х	
Gold Hourglass	500			-	X			- 1		Х	Х	
Pearl Necklace	1000	-		· .	X		-	-		X	Х	
Tetra Band	3500	-		-	Χ		-	-	-	X X	Χ	
Soul of Thamasa	12000				X		-			X	X	
Turbo Ether	1000			-	-		-	-	_		Х	
Mana Tonic	3000			-			-	-	-	- 1	Х	
Pixie Dust	5000			-			-	-			X	
Chocobo Wing	15000							-		-		
Tetra Bracelet	50000		1				-	- 1		-	Х	
Black Tome	80000						-		-		X	
Flash of Steel Garment Grid	200000			-			-	-	-	-	Х	
*White Tome	100000		·	-			-	-	-	-	Χ	



CLOSING THE CAMPAIGN

The Publicity Campaign ends automatically in Chapter 5 upon reaching Level 5 with 400 or more points. If you want to build your campaign to that level for both companies, don't visit the Calm Lands during Chapter 5 until you are finished. During the Episode Complete event, the results of the Publicity Campaign contest are tallied and read to the anxious crowd. The company with the highest total wins.



Now for the final tally! Which side will win?

However, the event doesn't end there! Under the advice and leadership of Tobli, the two companies decide to join forces and create a single holding company for the Calm Land amusements, called the Calm Skies Partnership. To celebrate, the park opens up one or two new amusements

based on your performance. If you get to Rank 3 for Argent, Inc., a game called "Feed the Monkey" opens up by the northern entrance. If you get to Rank 3 for Open Air, a mini-game called "Gull Force" opens at the southern entrance of the field. Get to Rank 3 or higher in both companies' campaigns to open up both mini-games at the end of the mission!

PLAYING "HERE COMES THE BRIDE"



Matchmaking requires a delicate touch. You don't want to risk turning off the prospective bride!

"Here Comes the Bride" is played identically to the Publicity Campaign—after all, you are basically publicizing the son's eligibility to all of the women in Spira! As you spread the word about the Calm Lands' attractions, keep an eye out for single women who might be interested in the Argent owner's son. If you fail to illicit an excited response, try approaching the woman again later.

MATCHMAKING PITCHES

- 1. Find your better half!
- 2. I have the perfect person for you!
- 3. The heir to Argent, Inc. needs a fiancée...
- 4. The man of your dreams awaits!
- 5. Do you believe in... destiny?

RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

She seems really excited!	5 points
You've piqued her curiosity.	3 points
She doesn't seem interested.	2 points
You've turned her off.	1 point
You couldn't have offended her more if you tried.	0 points

THE BRIDE(S) COMETH!

You can keep track of your tally by talking to the father of the groom in the Calm Lands at any time before Chapter 5. However, when you approach him in Chapter 5, he finally gives you the results of all your hard work. How many prospective brides can you persuade to look the son over?

MATCHMAKING RESULTS					
POINTS	REWARD				
0-29	0	Elixir			
30-49	1 (Frumpish Lady)	Speed Bracer			
50-79 80-104		Speed Bracer Speed Bracer			
105-129	3	Speed Bracer			
130+	3+1 (Frampish Lady)	Speed Bracer			



How many hodes can you corral? It looks like the job in just starting for the Argent heid!

PUBLICITY AND MATCHMAKING PARTICIPANT LOCATIONS

This section details the locations of all of the NPCs participating in the Publicity and Matchmaking Campaigns. When using these tables, refer to the accompanying maps to pinpoint the locations of the NPCs. Because some of the NPCs roam in a set course, each character's starting location is noted on the map. Also note that missions may pre-empt your ability to find or speak with a specific NPC. Look for them before or after completing a mission or event scheduled in that area.

The tables list the locations of the NPCs and the chapters in which you can find them. Some characters only appear in specific chapters or change locations from one chapter to another. The tables also provide the point value for each of the Publicity and

Matchmaking pitches. Remember, a "5" indicates that you'll get the best response if you use that pitch, while a "0" indicates that you'll get the worst response.

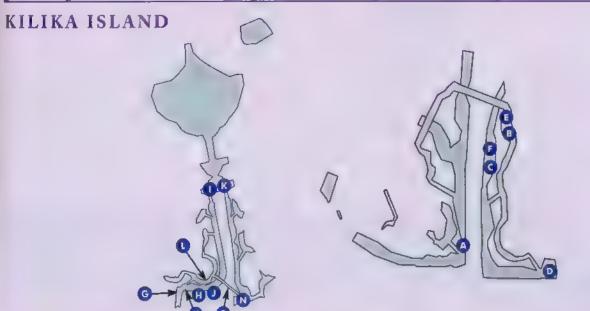
KEEP TALKING!

On average, you'll find the most participants available during that prevent you from running the PR campaign during Chapters 1 and 2. The logation to get the most points possible and the best way to do that to talk to every one of least once during each chapter?

BESAID ISLAND



BESAID ISLAND			
DESCRIPTION	CHAPIER	12 777	3525554
Woman in blue dress. Girl in yellow and teal tunic walking with dog ltem shopkeeper Boy running in and out of temple Barechested man in first house Keepa	X X X	3 5 2 0 1 3 1 0 5 2 2 0 3 1 5 2 1 5 0 3 5 0 2 1 3 5 1 3 2 0	0 1 5 2



	KILIKA ISLAND				
	Harman .	CHAPTER		MM PITCHES	
A B	Guy in red and yellow shorts	X	1 3 0 2 5		
D	Man in teal shirt on dock. Girl in white tunic talking with man.	X - X - X X	0 2 1 5 3 2 3 0 1 5	5 3 0 1 2	
Ğ H	Man in green.	X - X	3 2 1 5 0		
j .	Man in leaf shirt.	X - X - X	3 1 2 0 5		
Ĺ	Guy in red and white shorts	X - X X	2 3 0 1 5		
N	Girl in white tunic by bridge	X - X	0 5 3 2 1	3 2 5 1 0	





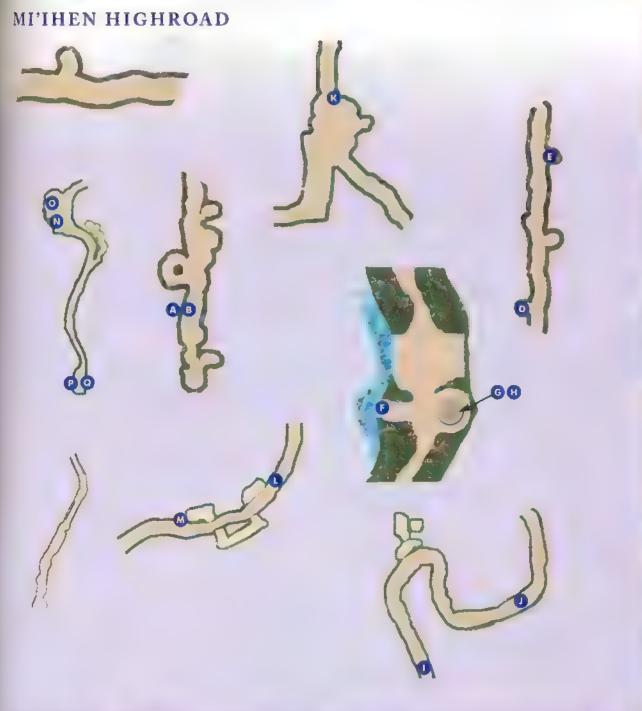








LUCA				
·	DESCRIPTION	CHAPTER 1 2 3 4 5	Land Control of the land	2.2.2.2.2.2
A B	Girl in white tunic	XXX	3 5 2 0 1	0 5 1 3 2
C D	Al Bhed guy in green and yellow	X X X	0 3 5 2 1	
E	Man in yellow shirt walking by entrance Guy in grey walking in circles on dock.	X X - X	0 3 5 2 1 5 1 3 2 0	
H	Man in green outlit Female Reporter	X X X	5 1 3 2 0	0 5 3 1
j K	Man in purple robe on bench Man in yellow shirt walking around	x x x	3 0 2 1 5	
L M	Young boy with green bandana	X X 7 1 1 1	2 3 1 5 0	
N O	Young girl on bench	X X X	1 3 0 2 5	3 0 5 1 2
ê	Woman in red top talking to woman at R Woman on bench.	X X 7 - X	1 3 0 2 5	3 0 5 1 2 3
К	Woman in yellow talking woman at P	X	1 2 5 3 0	0 5 1 2 3



MI'IHEN HIGHROAD				
dr. 52	DESCRIPTION	CHARTER THZ:304-0	104 7 (8)	
A	Woman in blue dress	XXX-X	5 1 0 3 2	5 1 2 3 0
В	Girl in white tunic	x x x - x	3 5 0 2 1	3 2 1 0 5
C	Bare-chested man	X X X - X	0 2 5 3 1	
Ď	Al Bhed woman	X X X - X	2 1 0 5 3	1 5 0 3 2
E	Man by Hover	X X X - X	0 5 3 2 1	
F	Man looking out over the sea	X X X - X	5 3 2 1 0	
G	Girl at table in Travel Agency	X X X - X	0 5 3 2 1	1 0 3 5 2
Н	Boy at table in Travel Agency	X X X - X	1 3 5 0 2	
	Girl in yellow and orange.	X X X	0 2 3 5 1	5 3 2 1 0
K	Boy by entrance to Mushroom Rock.	x x x - x	2 3 1 0 5	
	Man in purple and yellow.	X X X	2 3 1 0 5	
M	Trust in purple and Johnson	7 7 7 . x		
N	Woman in purple below bridge.	X X X	2 3 1 5 0	5 3 2 1 0
0	Woman in green walking back and forth	X	2 3 1 5 0	5 3 2 1 0
	under bridge			
P	Bare-chested man	X X X - X	3 0 5 2 1	
Q	Man in green shirt	X X X - X	5 1 3 0 2	



DJOSE TEMPLE





	DJOSE TEMPLE				
-111	DESCRIPTION	CHAPTER 1 2 3 4 5	f-11-6"	ya	
A 8	Al Bhed woman in pink and red	X X X	3 0 5 2 1	3 1 0 2 5	
C	Man in green and yellow tunic	X X X	5 1 0 3 2		
Ď E	Man in yellow and blue	X X X	1 0 2 5 3		
F	Man tooking at water	X X X	0 1 3 2 5		
Ĥ TO	Old Lady in purple dress	X X X	3 1 5 0 2	0 1 3 2 5	
J	Man in yellow and green	X X X	2 5 0 3 1		
<u> </u>	Woman in bikini	x x x	5 0 2 1 3	0 1 3 2 5	
N	Woman in yellow and orange	X	2 1 3 0 3	2 0 1 5 3	

MACALANIA WOODS



	MA	CALANIA WOODS	3	
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	7.834.0	92.93.23.13.7
A B	Guado by tree Guado in the woods	X X X X X X	5 0 1 2 3 0 3 1 5 2	

MOONFLOW









	MOONFLOW			
	DESCRIPTION	CHAPTER 1.2.3.4.1	Libration,	
A	Al Bhed woman	X - X X X	3 0 5 1 2	5 3 2 1 0
В	At Bhed girl in coveralls	XXXXX	0 3 1 2 5	0 5 3 2 1
C	Boy looking at the shoopuf	XXXXX	2 0 1 3 5	
D	Woman with red bandana	X X X X X	0 3 2 1 5	2 1 0 5 3
E	Old woman by Guadosalam entrance	X X X X X	5 0 2 3 1	3 2 1 0 5



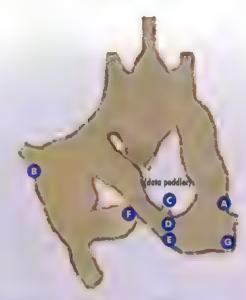
in a colonia



Flattie System







		GUADOSALAM		
ATTEN	DESCRIPTION	CHAPTER 1 2 4 4 4	PH PITCHES	1.00
A B	Hypeito	X X	1 2 5 0 3	
CD	Innkeeper Item Shopkeeper	X - X - X X - X - X	0 5 2 3 1 3 5 0 1 2	11111
E F G	ltem shop customer Boy in purple	X - X - X	0 3 2 5 1 5 2 1 3 0	00000

LUPINE DASH

When Available:

Location:

Chapters 1, 2, 3, and 5

Calm Lands (SW corner of field)

Objective:

This mini-game is the wolf equivalent of dog racing. From a field of five lupines, figure out which one is most likely to win and then place your bets! Win credits that you can use to purchase valuable and sometimes rare gifts.

PLACE YOUR BETS!



And the race in on! Did you bet on the right tupine?

The main objective in this game is to figure out which Lupine is most likely to win the race and place bets on him. You can choose to bet on a single winner (Win Bet) or bet on the two Lupines most likely to place 1 and 2 (Double Bet). Study their stats well and use the given odds to help you make your decision.

The odds are generated based on the Lupine's overall stats, but that doesn't always tell the whole story. When placing your bet, you can play it safe by choosing the Lupine's) with the highest overall score and the lowest odds (and the lowest payout), or you can take a risk on an underdog.



You can place two kinds of bets If you are lucky, at least one of them will pay off!

As your Publicity Level grows, you can bet on races with higher grades and higher stakes. These races usually provide bigger payouts, but the minimum bets are higher! On the other hand, the higher the race grade, the faster the Lupines participating in the race and the more racing fun you'll have!

	DETO I E	N BAUC	GRADE	
IN BET				
. —	_			_
	JM BET			

FIGURING OUT THE LUPINE STATS

From a field of 61 lupines, five are randomly chosen to compete in each race. You can view their stats and odds of winning when you place a bet under the Win Bet or Double Bet options. Each lupine is graded based on five stats with an overall stat used for determining the race odds. The stats indicate how well a lupine is likely to perform during a race. Ideally you want to choose a lupine with a high overall score, but sometimes you might want to take a chance on a lupine with a lower overall score but with stats that are more in line with a winner. The stats used in Lupine Dash are as follows:

Speed Speed is perhaps the greatest factor you should consider in determining a winning lupine. A (lupine's speed) changes based on the grade of the race Use the following formula in conjunction with the figure given in the Lupine stats table below to help

you calculate the final sum.

Speed Stat x (Race Grade x 5 + 10) = Total Speed for the Grade entered

The lupine's Stamina rating determines how long it can keep its speed up. Lupines with a high Speed rating but a low Stamin Stamina rating can run fast, but only for short distances. This is a very important modifier of a competitor's speed!

Rally This describes the lupine's ability to rally its strength and speed at the very end of the race. The higher the stat, the greater the speed boost the lupine receives as it nears the goal. This stat alone can help a competitor win the race from behind.

Flux This describes the probability that the lupine's starting stats will fluctuate when the race begins. The higher the Flux stat, the more easily the stats will change.

Luck This stat works in conjunction with a lupine's flux stat. It determines how much the lupine's starting stats will fluctuate at the start of a race. The higher the stat, the greater the chance that its stats will change for the better.

Overall This gives you the median value of the lupine's stats. The average of this stat is 50. This is used to set the odds in a race.



It is important to study each lupine's stats before you place your bets. Understanding how each stat works in conjunction with the others is key to winning credits!

REPTILE RUN

When Available: Location: Objective:

Chapters 1, 2, 3, and 5

Calm Lands, to the left of the Chocobo Ranch

To succeed at Reptile Run you must have a quick mind as well as great hand-eye coordination! This game challenges you to guide a lizard through a hazardous course to reach the finish line. The catch? You can only move forward—either in a straight vertical line or a diagonal! The faster you make it through the course, the more credits you win!



Can you lead your lizard through a minetiald of fiends without killing it?

HELPING THE REPTILE REACH THE GOAL LINE!

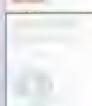
The goal of this game is to guide the lizard across the field, past the fiends, to the goal line within the time limit. The field is an 8x8 grid inhabited by anywhere from 10-14 fiends. Starting time limits range from 800 to 950. A horizontal row of spheres indicate when it is safe move. A red sphere indicates certain death if you cross, while yellow and green indicate that you can pass with some safety. Get to the goal line alive to receive a payout based on the amount of remaining time on the timer.

Naturally, the higher your Publicity Level, the more levels you can choose from. The higher the level, the more fiends you must pass and the greater the danger. However, you can also bet more, so the payout—if you win-is greater.



This game is harder than it sounds. The mability to move in multiple directions limits your ability to dodge oncoming allacks or loss!





Battle System







THOSE DASTARDLY FIENDS!

Three types of fiends inhabit the field: Helms, Bombs, and Drakes. Each one has its own method and range of attack. Running into any of their attacks spells instant death for your poor lizard.

Helms can only attack the tile directly in front of them. These fiends usually walk back and forth across the field or in small repeating patterns on the same row.

Bombs spew fire in the direction they are facing. They cannot travel across the field, but they do spin in a clockwise or counterclockwise manner. Time your movements with their rotation mensure that you don't get caught in their blast.

The Drake stampedes back and forth across the field like the Helm, but in can attack from any distance, in any of the four directions like the Bomb. Watch out for these fiends in the corners of maps!

LAYOUT OF THE FIELDS

The layout of the field remains static for each level. Once you get to know the field, you can figure out a path through the mayhem. However, note that your starting position is randomly generated on the first row each time.

LEVEL ONE

Enemies, Helm (x5), Bomb (x6) Base Time Limit: 800

LEVEL TWO

Enemies Helm (x3), Bomb (x6), Drake (x1) Base Time Limit: 850

LEVEL THREE

Enemies, Helm (x2), Bomb (x6), Drake (x3) Base Time Limit: 800

LEVEL FOUR

Enemies: Helm (x4), Bomb (x6), Drake (x2) Base Time Limit: 800

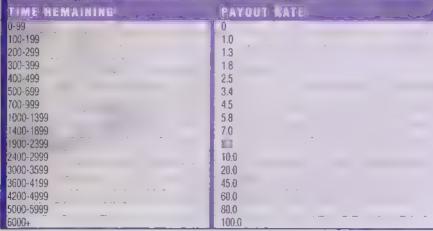
LEVEL FIVE

Enemies: Helm (x2), Bomb (x12) Base Time Limit: 950

MAKING THE BIG MONEY

After successfully crossing a field, you have the option to continue on. This is the way to win or lose big. Any remaining time from the first trip is added to the time remaining after the second trip. If you make it to the end of the field the second time, your winnings are based on that larger time figure. However, if your lizard in killed by a fiend, you lose everything!

PAYOUT RATE BASED ON REMAINING TIME





Deciding whether m continue playing is a little like playing blackack You might get lucky or you could lose everything!

SKY SLOTS

When Available: Chapters 1, 2, 3 and 5
Location: Calm Lands, north of the Travel Agency stand
Objective: Win credits by playing this fiving version of a slot machine.
As the fiends fly by, stop them in hopes of getting three in a row!



Sky Stats is nothing more than a living stat machine high in the sky over the Calm Lands. If you like playing the stats, then you'll love this take on the genral

GETTING THREE IN A ROW

To win at Sky Slots, you must stop the spinning reels of fiends by pressing the X button to get three of the same fiend in a row. There are six fiends per reel and the number of credits you win is based on the type of fiends you line up between the two triangular marks. So, if you bet 5 credits and get three Vespa fiends in a row, you only win back your 5 credits. However, if you get three Divebeak fiends in a row, you win 500 credits! Of course, it goes without saying that the fiends with the higher multipliers are much harder to line up than the ones with lower multipliers. Use the following table to determine which fiends to aim for!

EIENOS	MULTIPULER
Divebeak	100x
Peregrine	50x
Dealh Dauber	25x
Assassin Bee	10x
Aculeate	5x
Vespa	1x

	MINIMUM BETS PER LEVEL
LLUNG	MINIMUM BET
2	1 5
3	10
5	25 100

The amount you can bet increases as your Publicity Level increases. Of course, higher levels mean faster reels, higher stakes, and an insane amount of difficulty. However, if you are trying to win enough credits to buy something really awesome, the payout is worth it!

TIMING IS THE KEY!

The key to winning at Sky Slots is timing. You must figure out when to press the X button so that the wheel stops on the fiend you want. The best way to do this is to memorize the order in which the fiends appear on the reels. That way, you can press the X button just before the fiend you want appears. Practice your timing on Level 1 using single credit bets until you can pull off a win. Then graduate to the next level and see if you can get the timing right on a faster



Just when you think you've got everything under control, the screen changes perspective!

FEED THE MONKEY

When Available:
Chapter 5
Location:
Calm Lands (north entrance)
Objective:
Feed the monkey on the back of the bird. If it loses too much weight, it will disappear and the bird will lly off.
Feed it loo much and the monkey and bird will come crashing to the ground!

OBTAINING THE FEED THE MONKEY MINI-GAME

Feed the Monkey is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you get to Publicity Level 3 or higher in the Argent, Inc. campaign, this attraction opens up at the northern entrance to the Calm Lands field.

DON'T FEED THE MONKEY TOO MUCH—OR TOO LITTLE!

In this mini-game, the challenge in to continuously feed the monkey on the bird's back while keeping its weight within a certain range. If the monkey gets too heavy or too light, it will disappear from the screen and end the game.



Feed your monkey well to keep it from disappearing!



battle System

Fornda wed

The five treasure chests on the ground are filled with a variety of fruit. Light fruit makes the monkey lighter, while heavy fruit increases its girth. Since you don't know what kind of fruit in the closed chests, fate plays a large hand in how much weight the monkey loses or gains.

If your monkey's weight drops below 5 pounds or goes above 95, then it's game over! The info bar at the top of the screen indicates how much of each kind of fruit are in the chests. Keep an eye on its tally, because it enables you to determine the risks of opening the next treasure chest. If your monkey is on the edge of its weight range, and the chests are full of fruit you don't want, don't be afraid to end the game by pressing the Circle button.



Calling Rikko and Fairte isn't without its risks! If you see them slump their shoulders, then they've either failed M swap out the right kind of fruit, or worse yet, may have added a Forbidden Fruit to one of the

Helping out in this endeavor are Rikku and Paine. You can call upon them to fill the chests with either heavy (Rikku) or light (Paine) fruits when the fally in the window above isn't reporting what you want. At the beginning of the game you'll only be able to call each girl out twice, but as you open more chests you can earn more chances to call on them for help. Each round there's a 50% chance that opening one of the chests will

give you another Rikku or Paine to call.



To continue or not? When your monkey a close to reaching a weight limit and the contents of chests aren looking good, you're better all ending the game rather than losing your hard earned credits!

THE FRUITS OF LOVE

Of course, central to this game are the fruits. To help maximize your score, memorize the information in the following table so that you know how much each piece of fruit affects your monkey's weight.

After opening 20 or more chests, the rate m which the large fruits appear in pairs increases. For this reason, try to keep your monkey's weight below 60 lbs. just to be safe. When the chest count gets close to 30, special fruits start to appear in the treasure chests. Fruits like the Plain and Balance Fruits are great things to get. However, you should beware the Forbidden Fruit. This item causes your monkey to swell

up like a balloon and instantly end the game. If you see one pop up on the information bar, call on Paine or Rikku to change the fruits in the chests!

FEED THE MONKEY FRUITS				
FRUIT NAME	WEIGHT CHANGE			
Heavy Fruit Large	÷15			
Heavy Fruit Medium	+10			
Heavy Fruit Small	+5			
Light Fruit Large	-15			
Light Fruit Medium	-10			
Light Fruit Small	-5			
Plain Fruit	+/-0			
Balance Fruit	Returns Monkey to original weight (45)			
Forbidden Fruit	+150 (ends game)			

GULL FORCE

When Available: Location:	Chapter 5 Caim Lands, southern entrance
Objective:	Try to shoot the real gull out of a line up of fakes!

OBTAINING THE GULL FORCE MINI-GAME

Gull Force is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you get to Publicity Level 3 or higher in the Open Air campaign, this attraction opens up at the southern entrance to the Calm Lands field.

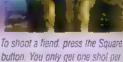
THE BFG (BIG FLOCKING GULLSHOT)

The rules of the game are simple. In each round, you are presented with a line of flying fiends. Depending on the level, a certain number of the fiends are real and the rest are decoys. Your job is to shoot the required number of real fiends (or more) by pressing the Square button to make it to the next stage. As you progress through the game, the stages (12 in all) get progressively harder, requiring you to shoot more targets while the number of real fiends per line decreases. You can stop the game at any point after you successfully complete a stage. The payout is based on the number of successful rounds.



SPOTTING DECOYS

Part of the job is determining which fiends are real and which ones are just decoys. In the early part of the game, it's pretty easy: all of the real fiends spin around halfway across the screen. By the mid point of the game, the real fiends are still spinning, but not all the time! In the hardest levels, the decoys start spinning too! Fortunately, they spin in the opposite direction of the real fiends.



line of fiends.

THE TWELVE STAGES

Each stage follows one of four patterns:



Pattern A: Head On (Top to Bottom)



Pattern E. Left to Fight



Pattern C. Boltom to Top



Pattern D. Right to Left.

To conquer each stage, all you need is a steady hand and a good eye. The first round of stages (Stages 1-1 to 1-4) are fairly easy, because the ratio of real fiends to decoys is high and the real fiends all spin. However, the second and third rounds are where the action really kicks in. In these stages (Stages 2-1 to 2-4), the number of decoys starts to rise and the actions of the real fiends becomes more erratic. By the end of the third round (Stages 3-1 to 3-4), the ratios of real fiends to decoys is 1 to 4!



. magini-

STAGE INFORMATION						
PART .	A STATE OF THE STA		July Parkit - Name			
1.2	4	2	A R			
1-3	4	2	C			
1-4	3	3	D			
2-2	3	2	B			
2-3	3	3	Č			
72-4 3-1	2	2	À			
3-2	2	3	B			
3-3 3-4	1	3 -	D .			

THE CHOCOBO RANCH

When Available: Lecation: Objective:

CHOCOBO RAINC

Chapters 2, 3, 200 5

Eastern side 🖿 📰 Calm Lands.

The Checobo Ranch is all about catching chocobos in the wild, taming them, raising their levels. It can then send them in the far corners of Spira in search of Items and hidden locations!

CLASKO AND THE CHOCOBO RANCH

Adding the Chocobo Ranch to your list of mini-games requires lots of patience and the fulfillment of several prerequisite missions. At the very least, you must ensure that you've spoken to Clasko before the end of Chapter 2 to have access to the Chocobo Ranch. Otherwise, you won't be able to play this mini-game, and Clasko will be missing-in-action for the rest of the game.

The easiest way to get the Chocobo Ranch is to participate in the following events.

- Step 1: Meet Clasko during the "Foggy Fiend Frenzy!" mission at Mushroom Rock Road in Chapter 1.
- Step 2: After completing the "Foggy Fiend Frenzy!" mission, return to Mushroom Rock Road and invite Clasko to join the crew on the Celsius.
- Step 3: Participate in the "Cuckoo for Chocobos!" mission on the Mi'ihen Highroad in Chapter 2. If Clasko is onboard the Celsius, he will disembark to help you complete this mission.
- Step 4: After completing the "Cuckoo for Chocobos!" mission, return to the Mi'hen Highroad and invite Clasko back onboard the Celsius. (Depending upon the outcome of the mission, you may also be able to invite Calli and her chocobo.)
- Step 5: With Clasko onboard, fly to the Calm Lands and help Clasko set up his stables by completing the "Clean Sweep" mission. After clearing the stables of fiends, the Chocobo Ranch is yours!



Clasko is the key to gething the Chocobo Ranch, If you see to it that he finds his way to the Calm Lands, you'll have your run of the Chocobo Ranch for sure

Ennnyes

Mini-Games

OTHER OPTIONS There are a couple of alternatives by the process described above in you miss out on the "Foggy Fiend Frenzy!" mission or fail to nyine Clasko onboard the Celsius in Chapter in ind, and talk to Clasko on Mushroom Rock Road in Chapter In addition: "You forget to stop by the Calm Lands." Chapter 2. Clasko will automatically jump ship there. Chapter in you fail to talk in Clasko in Chapter 2. The Chocobo Ranch will not open.

INSIDE THE CHOCOBO RANCH

You can find chocobos almost anywhere in Spira. After catching one, it is automatically sent to Clasko and the Chocobo Ranch. The Ranch can hold up to 14 chocobos, four Choco-Runners and 10 Choco-Reserves. When you fill the stalls, you must let one of the current chocobos go before you can catch another.

The layout of the Chocobo Ranch is fairly simple to navigate. Clasko generally hangs out in the alcove to the right of the entrance. The Choco-Reserves live in the stalls in the right and left wings on the first floor, while the Choco-Runners reside in the stalls on the second floor.



A chocobe in its stall—what a satisfying site!



Clasko is the Weart and sour of the Chocobo Ranch. If you need to get anything done with your checobo talk to him!

Clasko handles all of the standard business in the Chocobo Ranch. If you need to check the status of your chocobos, dispatch one on a treasure hunt or feed it greens, then talk to Clasko.

CATCHING A CHOCOBO

After cleaning out the Ranch, Clasko presents you with some Gysahl Greens to help you catch your first chocobo. Now all you have to do is find some chocobos! Wild chocobos live in virtually every part of Spira, and you encounter them in battles just like normal enemies.

If you are lucky enough to run across one that is alone, feed it some Gysahl Greens until it is tame and willingly joins your flock.



Whether in a battle with fields or alone, catching a chocobo is never easy

AREAS WHERE CHOCOBOS NEVER APPEAR IN BATTLE Bevelle Lake Macalania Milhen Highroad Mt. Gagazet Mushroom Rock Road Zanarkand Ruins



Hemember, once you catch a chocobo it is automatically sent to the Ranch

If you run into a chocobo in a battle situation, have a party member feed it Gysahl Greens to keep it calm and interested while the other party members work on defeating the fiends. Whatever you do, do not attack the chocobo—even by accident! If you strike a chocobo in battle, it automatically runs off. Eliminate all of the fiends and continue to feed the chocobo until it is caught.

INCREASING A CHOCOBO'S LEVEL

After capturing a chocobo, it's time to start raising it. Basically, you want to raise its level as high as possible. To increase a chocobo's level, you must feed it a certain number of Greens. Refer to the following table for all the pertinent information.

LEVELING UP CHOCBBOS						
TATAL!	11111 1221 114021					
2	2 Pahsana Greens					
3	Mimett Greens					
4	Mirmett Greens 30					
5	Sylkis Greens	40				

Clasko obtains new Greens while the Gullwings are out completing missions and defeating enemics. The more battles you win, the more Greens Clasko acquires. Yuna can hold 99 of each type of Green in her inventory, the rest Clasko can store in the Ranch. Since greens are essential to raising your chocobos' levels, make sure you always have a

good supply on hand. Pahsana and Gysahl Greens are available from the opening of the Chocobo Ranch, while Mimett Greens appear in Chapter 3 and Sylkis Greens appear in Chapter 5. You can change the ratio of Greens that Clasko obtains by selecting the Nutritive Green option on the main menu. NOTE: You can't adjust the ratio of anything from the Junk Food Greens section.

BREAKING DOWN THE BATTLE/GREENS RATIO				
CHAPTER	GYSAHL GREENS	PANSANA, SYLKIS AND MIMETT GREENS		
Ž	5 Greens Im every 12 baltles	10 Greens for every # battles		
3	5 Greens for every 10 battles	10 Greens for every 6 battle5		
4-5	5 Greens for every 6 battles	10 Greens for every 5 battles		

The higher a chocobo's level, the better the items they bring back from treasure hunts. It's a good idea to raise your chocobos' levels as high as possible!

CHOCOBO TREASURE HUNTING



There are many factors involved in dispatching a chocobo. Knowledge and careful reasoning in the secret to keeping a chocobo from running away.

The main function of the chocobo is for treasure hunting. At any time, you can send a chocobo into the field to search for treasure and hidden areas that are otherwise inaccessible. However, sending a chocobo out on a treasure hunt has its risks. If a chocobo's Heart stat is low or its nature clashes with the area you send it to, there is a good chance that the chocobo will fly the coop. The more chocobos there are inside the ranch, the less likely they are to run away. Use the information provided in this section to make things easier when dispatching a chocobo.

A chocobo's Nature can be one of three types: bold, normal, or timid. A chocobo's Nature remains the same throughout the game, so if you're looking to get a chocobo with a certain Nature, you may have to capture and release several chocobos before coming across the one you're looking for. Different areas are also better for catching certain types of chocobos, as laid out in the following table:

NATURE				
HILL.	JIMLD.	NORMAL		
Kilika Island, Thunder Plains, Bikane: Desert	10%	10%	80%	
Djose Temple, Calm Lands	10%	80%	10%	
Besaid Island, Moonflow, Macalania Forest	80%	10%	10%	

Nature is perhaps the single most important factor to consider when deciding which of your chocobos to dispatch to a given location. A chocobo whose Nature is well-suited to a location is less likely to run away, loses less Heart during the trip, and is more likely to find treasure. You want to make certain that a chocobo does its best, so make sure that you send it somewhere that suits its Nature. Refer to the following table to see where you should send your chocobos:

MATCHING CHOCOBO NATURE WITH LOCATIONS						
	HATURE					
	TIMID	NURMAL	pipe/			
Besaid Island	Average	Well-suited	Unsuited			
Kihka Island	Well-suited	Unsuited	Average			
Milihen Highroad	Average	Average	Average			
Mushroom Rock Road	Average	Average	Average			
Djose	Unsuited	Average	Well-suited			
Moonflow	Average	Well-suited	Unsuited			
Inunder Plains	Well-suited	Unsuited	Average			
Macalania	Average	Well-suited	Unsuited			
Bikanel Island	Well-suited	Unsuited	Average			
Calm Lands	Unsuited	Average	Well-suited			
Mt Gagazet	Average	Average	Average			
Zanarkand Ruins	Average	Average	Average			

	SUITABILITY	AND ITS EFFECTS	
SUITABILITY	HEART CONSUMPTION	TREASURE AMOUNT	FLEE PROBABILITY
Well-suited	15	More than average	Low
Average	30	Average	Average
Unsuited	60	Less than average	Righ

Now that you've sent your chocobo minions out to scour Spira for you, it may be nice to know exactly what they can bring back. A chocobo's level and the location it's sent to determine what treasures it may find. Refer to the following tables for the details. The number of items the chocobo can find is determined completely by two things:

It's suitability for the area you've sent it to.

The number of Choco-Reserves currently at the Chocobo Ranch.

GETTING THE AMAZING CHOCOBO

Dispatch level 1-5 chocobos (3 of each level) and have them come back safely (i.e. you have to dispatch AT LEAST 15 chocobos to meet this requirement; if any run away, you'll have to send out more)

All your Choco-Runners must be level 5 chocobos.

The Amazing Chocobo doesn't have a level, Nature or Heart, and it won't run away once you've got it, but it does have Fatigue ranging from 0 to 100. The Amazing Chocobo's Fatigue affects how well it can perform its tasks of "Chocobo Support" and "Exploring Spira."

283

Battle System

	CHOCO	BO TREASURE	HUNTING LI	ST	
			ITEMS IT DAT	ELMO	
LUCATION	CHOCOBO LEVEL	GRADE D	GRADE C	GRADE 6	GRADES
Besaid Island	Level 1	Pation	Polion (x2)	Polion (x3)	Potion (x4)
	Level 2	Hi-Pation	Phoenix Down	Elher	Turbo Ether
Level 3		Hi-Potion (x2)	Phoenix Down (x2)	Ether (x2)	Turbo Ether (x2)
	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Ether (x3)	X-Potian
	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Ether (x4)	Elixir
Kilika Island	Level 1	Budget Grenade	Budget Grenade	Grenade	Grenade (x2)
	Level 2	Grenade (x3)	M-8amb	M-Bomb (x2)	Petrify Grenade
	Level 3	Grenade (x4)	L-Bomb (x2)	L-Bomb (x2)	Petrify Grenade (x2)
	Level 4	S-8omb	L-Bomb (x3)	Sleep Grenade (x2)	Titanium Bangle
	Level 5	M-Bomb	Silence Grenade (x4)	Star Pendant	Venom Shock
Milihen Highroad	Level 1	Soft	Soft (x2)	Soft (x4)	Soft
	Level 2	Remedy	Eye Drops	Silence Grenade	Silver Bracer
	Level 3	Remedy (x2)	Eye Drops (x2)	Silence Grenade (x2)	Gold Bracer
	Level 4	Remedy (x3)	Eye Drops (x3)	Silence Grenade (x3)	Rune Bracer
	Level 5	Remedy (x4)	Eye Drops (x4)	White Cape	Mute Shock
Mushroom Rock Road	Level 1	Fish Scale	Fish Scale (x2)	Fish Scale (x3)	Fish Scale (x4)
	Level 2	Dragon Scale	Water Gem	Blue Ring	Cerulean Ring
	Level 3	Oragon Scale (x2)	Water Gern (x2)	Watery Gleam	Electrocutioner
	Level 4	Dragon Scale (x3)	Water Gem (x3)	NutTide Ring	Short Circuit
	Level 5	Dragon Scale (x4)	Water Gem (x4)	Silver Glasses	Blind Shock
Djose	Level 1	Star Curtain	Star Curtain (x2)	Star Curtain (x3)	Star Curtain (x4)
	Level 2	Lunar Curtain	Light Curtain	Mana Tablet	Stamina Tablet
	Level 3	Lunar Curtain (x2)	Light Curtain (x2)	Mana Tablet (x2)	Stamina Tablet (x2)
	Level 4	Lunar Curtain (x3)	Light Curtain (x3)	Mana Tonic	Stamina Tonic
	Level 5	Lunar Curtain (x4)	Light Curtain (x4)	Twist Headband	Dream Shock
Moanflow	Level 1	Antidole	Antidote (x2)	Antidole (x3)	Antidote (x4)
	Level 2	Remedy	Holy Water	Healing Spring	Ether
	Level 3	Remedy (x2)	Holy Water (x2)	Healing Spring (x2)	Turbo Ether
	Level 4	Remedy (x3)	Holy Water (x3)	Healing Spring (x3)	Regen Bangle
	Level 5	Remedy (x4)	Holy Water (x4)	Healing Spring (x4)	Recovery Bracer
Thunder Plains	Level 1	Electro Marble	Electro Marble (x2)	Electro Marble (x3)	Electro Marble (x4)
	Level 2	Lightning Marble	Lightning Gem	Yelfow Ring	Ochre Ring
	Level 3	Lightning Marble (x2)	Lightning Gem (x2)	Lightning Gleam	Short Circuit
	Level 4	Lightning Marble (x3)	Lightning Gem (x3)	NulShock Ring	Electrocutioner
	Level 5	Lightning Marble (x4)	Lightning Gem (x4)	Black Choker	Chaos Shock
Macalania	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
	Level 2	Hi-Potion	Phoenix Down	Phoenix Down (x3)	Mega Phoenix
	Level 3	Hi-Potion (x2)	Phoenix Down (x2)	Phoenix Down (x4)	Mega-Potion
	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Mega Phoenix	Mega-Potion (x2)
	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Potpourri (x2)	Fury Shock
Bikanel Desert	Level 1	Bomb Fragment	Bomb Fragment (x2)	Bomb Fragment (x3)	Bomb Fragment (x4)
	Level 2	Bomb Core	Fire Gem	Red Ring	Crimson Ring
	Level 3	Bomb Core (x2)	Fire Gem (x2)	Fiery Gleam	Sublimator
	Level 4	Bomb Core (x3)	Fire Gem (x3)	NulBlaze Ring	Freezerburn
	Level 5	Bomb Core (x4)	Fire Gem (x4)	Gold Anklet	Stone Shock
Calm Lands	Level 1	Potion	Polion (x2)	Polion (x3)	Potion (x4)
	Level 2	Dispel Tonic	Chocobo Feather	Silver Hourglass	Gold Hourglass
	Level 3	Dispel Tonic (x2)	Chocobo Feather (x2)	Silver Hourglass (x2)	Gold Hourglass (x2)
	Level 4	Dispel Tonic (x3)	Chocobo Feather (x3)	Silver Hourglass (x3)	Chocobo Wing
	Level 5	Dispel Tonic (x4)	Chocobo Feather (x4)	Dragonfly Orb	System Shock
Mt. Gagazat	Level 1	Antarctic Wind	Antarctic Wind (x2)	Antarctic Wind (x3)	Antarctic Wind (x4)
	Level 2	Arctic Wind	Ice Gem	White Ring	Snow Ring
	Level 3	Arelic Wind (x2)	Ice Gem (x2)	lcy Gleam	Sublimator
	Level 4	Aretic Wind (x3)	Ice Gem (x3)	NulFrost Ring	Freezerburn
	Level 5	Arctic Wind (x4)	Gem (x4)	Angel Earrings	Mortal Shock
Zanarkand Ruins	Level 1	Echo Screen	Echo Screen (x2)	Echo Screen (x3)	Echo Screen (x4)
	Level 2	Remedy	Dispel Tonic	Silver Hourglass	Ether
	Level 3	Remedy (x2)	Dispet Tonic (x2)	Gold Hourglass	Turbo Ether
	Level 4	Remedy (x3)	Dispel Tonic (x3)	Gold Hourglass (x2)	Kinesis Badge
	Level 5	Remedy (x4)	Dispel Tonic (x4)	Pretty Orb	Lag Shock

SPECIAL TREASURE HUNTING EVENTS

There are a couple of special events that occur when you send a chocobo to certain locations under specific conditions. Send a chocobo to Bikanel Island in Chapter 5 and you can ride it in the Central Expanse section of the Digging mini-game. In addi-

tion, if you send out a chocobo with a Heart stat at less than 100 and it returns without finding an item, there is a chance that you'll get a Garment Grid as a consolation prize. Those Garment Grids include the following: Mounted Assault or Strength of One.



Sending a chocobo me Bikanel Island in Chapter 5 opens up a new area in the Digging minigame. What else might your chocobo uncover when you send it out on treasure hunts?

GUNNER'S GAUNLET

When Available: Location: Objective:

Chapters 2, 3, and 5

Besaid Island, talk Beclem by the Save Sphere outside 🖿 city

See if you can outshoot Beclem by running a gauntlet from Besaid Village in the beach, taking down dangerous fiends. Different types of ammo in limited quantities make the game even harder. But, if you beat Beclem's high score within the time limit, you can win valuable items! Strive for higher levels to get better prizes!

PLAYING THE GUNNER'S GAUNTLET

In this mini-game, you must defeat enemies and gain enough points to beat Beclem's high score. However, it's not as easy as it sounds due to a limited amount of ammo and a multitude of fiends that appear out of thin air. You need a steady hand and a calculating mind to get the best score—shooting at will just won't cut it!



The Gunner's Gauntlet couldn't be more fun. It's just run and shoot.



When surrounded by fiends, press the Square button to switch between largets and lake advantage of the Volley and Dual Shot ammo within out the field, If all else fails, retreat!

FUNNER'S GAUNLE

To maximize your score, you must defeat your foes one after the other without taking any damage whatsoever! This way, your attacks turn into chains, multiplying the number of points you receive. To be successful, you must get to know the route by heart, including the starting locations of the fiends! You must also get good at switching between ammo and targets with ease.

HOW CHAINS WORK

Chains are at the heart of this mini-game. You will get nowhere unless you learn how to use chains maximize your points. When you defeat a fiend, the Chain Gauge at the bottom of the screen starts to fill up. As your level goes up, your points start to multiply. The gauge has three levels: Level One provides 1x the points scored;

Level Two provides 2x; while Level Three provides 3x. If you take any damage, the gauge is immediately reset and you're forced to start rebuilding the meter all over again. Learning not to get hit is crucial for building high scores!



To keep from being ambushed, try pressing the Circle button to lack on to targets hidden by the scenery or further down the path



Having to reload in an ambush situation is about as dangerous as runming out of ammo. Make sure that neither situation happens to you!

RELOADING

Of course, in addition to all of the other challenges you face, you must integrate the reloading of your gun into your plans. You can fire up to six shots into an enemy at a time. After this, the gun must be reloaded. Naturally, you cannot fire at any approaching enemies at this time, so you are quite vulnerable to artack. During reload time, press the Circle button to search for other enemies or press the Square button to switch between targets.

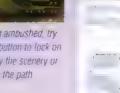
THE PRIZES

There are 10 levels in the Gunner's Gauntlet mini-game. To advance to the next level, you must defeat the level's high score. When you clear a level's high score, you also get a reward. Of course, the higher the level, the better the prize—and the more difficult the course!

SCORE TO LEVEL UP AND PRIZES						
E SULLE	18 110	JUNE)-				
LV T	501					
Lv 2	750	Enigma Plate Garment Grid				
Lv 3	900	Power Wrist				
Lv 4	1000	Silver Bracer				
Lv 5	1150	Titanium Bangle				
Lv 6	1300	Mortal Coîl Garment Grid				
Lv 7	1400	Beaded Brooch				
Lv 8	2000	Diamond Gloves				
Lv 9	2800	Faerie Earrings				
Lv MÁX		Adamantile				











Fremd Exemus

AMMO AND FIENDS LOWDOWN

Before you take on the Gunner's Gauntlet, take a moment to review the types of ammo and fiends you'll have to deal with.

AMMO

There are four types of ammo. You start each run with a set amount of regular ammo, but you pick up refills from the treasure chests that defeated fiends drop. Each fiend drops a different type of ammo, so learn which ones drop which ammo types maximize you inventory. In addition to ammo, look for fiends that drop helpful items like Upgrades and Quick Shot.

TYPES OF AMMO						
AMMO NAME	AMMO NAME EFFECT					
Ammo	This is the basic, garden variety ammunition. Each shot causes 1HP of damage to the targeted fiend.					
Dual Shot	This ammo enables you 🖩 shoot at two largets at once. Each successful shot causes 1HP of damage.					
Death Volley	Death This special ammunition causes instant death. Use this type on particularly difficult fiends.					
Volley	This rare ammunition takes out most targeted fiends on the field.					

OTHER ITEMS					
TIM HAME	EFFECT				
Upgrade Item	There are three types of Upgrades specific to each type of ammo. This item takes two shots of ammo and turns it into one piece of ammo of the next rank. For example, using the Upgrade Item, you can turn Ammo x2 into Dual Shot x1. This only works with Ammo, Dual Shot, and Death type ammunition.				
HP Recovery Item	This item increases Yuna's HP by 15-19 points.				
Quick Shot Ilem	This item enables you to shoot at a much faster rate until your Quick Shot Gauge runs out.				

Now on to the fiends! Thirteen kinds of fiends inhabit the road between Besaid Village and the beach. You won't see all of them at once! Some only appear in the later levels!

FIENDS IN THE GUNNER'S GAUNTLET					
		ROINTS	LY APPEARANCE	ITEM DROPPED	
Coyote	5	3	Ly 1+	Ammo x10-14	
Wild Wolf	7	5	Lv 1+	Death x1-2	
Shantak	10	10	Lv 1+	Dual Shot x10-14	
YSLS-99	17	15	Lv 1+	Death x1-2	
Creeper	1	1	Lv 3+	_	
Tomb (S)	10	5	Lv 3-5	Volley x1	
Nashorn	8	12	Lv 4+	HP Recovery x15-19	
Bicocette	11	8	Lv 6+	Volley x1	
Tomb (M)	16	8	Lv 6-7	Volley x2	
Hrimthur	6	25	Lv 7+	Quick Shot Item	
Divebeak	12	4	Lv 7+	-	
Tomb (L)	20	15	Lv 8-9	Volley x3	
Tomb (XL)	30	20	Lv MAX	Volley x4	

GUNNER'S GAUNLET (CLOISTER OF TRIALS)

When Available: Location: Objective:

Chapters 3 and 5

Besaid Temple, talk to the priest standing before the Cloister of Trials to start this mini-game

This is a more challenging version of the regular Gunner's Gauntlet. Confined inside the Cloister of Trials, you must defeat liends as they appear. Because this mini-game is " rails," you only have a limited time to defeat each fiend before you move on.

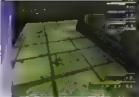
PLAYING THE GUNNER'S GAUNTLET, CLOISTER OF TRIALS

This mini-game opens up after you defeat the aeon in Besaid Temple in the Protect Besaid Temple mission. Afterward, you can talk to the priest in front of the cloister's door to start the mini-game. This game is fairly tough, so you should only attempt it after you've gained expertise in the original Gunner's Gauntlet game!



Talk to the priest inside Besaid Temple to start the mini-game Beclem only provides some genefic tips and hints about the Gunner's Gauntiet as a whole.





What could be scarier than a hallway full of creepy crawlers?

The biggest difference between this and the other Gunner's Gauntiet is the automatic scroll system, which limits your freedom of movement. Add in the first-person perspective, which requires the manipulation of the camera to find upcoming fiends, and the cloister's overall gloomy and scary feeling and you have a much more challenging game to master.

QUICK REACTION TIMES ARE KEY

This time around, the screen constantly scrolls, taking you through the dungeon with it. Since you cannot stop or backtrack when you encounter fiends, you must get proficient at taking out fiends with ease. Use the Analog Stick to move the camera around so that you can spot fiends before they get too close. Inside the cloister, you'll face fiends that hover above your head or scurry beneath your feet, so remember to look up and down instead of just in front of you. Enemies will also try to sneak up from behind, so beware and don't get caught off guard! The new time limit is 12 minutes, so you'll have to maintain a longer attention span than before!

PREPARE FOR TOUGHER FIENDS!

To make this task more interesting, you'll face different fiends in the cloister compared to the regular Gunner's Gauntlet. These fiends are faster and oftentimes more powerful.



Look up. look down, look all dround!

FIENDS INSIDE THE CLOISTER OF TRIALS					
		THEFT	HIERON CO.		
Coyote	5	3	Ammo x17-21		
Haunt	13	10	Dual Shot x10-14		
Death Dauber	3-5	4			
Creeper	1	2	Ammo x1-4		
Ahriman	7	15	Quick Shot Item		
Tomb	80	20	Death x1-2		
Flan Azul	4	2	HP Recovery x2-3		
Tonberry	15	20	Ammo x30-39		
Mega Tonberry	20	30	_		

CHECKING OUT THE AREA

The way through the Cloister of Trials is fairly simple and can be divided into three parts. The first area extends from the starting point to the crossroads area. Here you need to be on the lookout for foes coming from all directions. The creepers from the Tomb are especially troubling, as they scurry across the floor. It is very easy to miss them after being distracted by a flying Death Dauber.

The Crossroads area is next. Here you'll have fiends coming from all directions as you attempt to take out a Tomb. The Tomb may not attack, but everything else will!

At the end you'll face the Tonberry Hallway, a place where Tonberry enemies attack in force. Can you handle the pressure this close to the goal line?

LIGHTNING ROD TOWERS

When Available: Location: Objective: Chapters 2, 3
Thunder Plains

Help the Al Bhad calibrate the Lightning Rod Towers on the northern and southern plains. This project starts out simple enough, but ends up being a real test of hand-eye coordination and memorization skills. If you attempted to calibrate all 11 towers and calibrate 5 of the 10 towers correctly, entering all 30 commands, you'll win the Samurai's Honor Garment Grid.



CALIBRATING THE LIGHTNING ROD TOWERS

When you visit the Thunder Plains in Chapters 2 and 3, you'll find Al Bhed technicians busily trying to calibrate the Lightning Rod Towers on the northern and southern plains. Talk to one of them twice and he'll ask for your help with the calibration project.



Il you need to confirm your progress or just get some help, speak with the technician inside the Travel Agency

To calibrate a tower (it's recommended that you start with the first three at the southern end of the plains), you must enter a series of 30 randomly generated commands. If you miss three times, the calibration fails and you're forced to start over again. You can check your progress by talking to the technician inside the Travel Agency building between the two plains.



To start the Lightning Rod Tower mint-game, talk to one of \$\infty\$ busy technicians



THREE TYPES OF CALIBRATIONS

Care of the Lightning Rod Towers is divided between the three girls and each one has her own style of calibration: Simple Calibration, Falling Calibration, and Memory Calibration. See if you can master these three types and calibrate all 10 of the Lightning Rod Towers.

RIKKU AND SIMPLE CALIBRATION



At the beginning, the button commands appear directly over Rikku's head, but later on they start appearing all around the screen

Rikku's towers use the Simple Calibration method. In this type of mini-game, button commands are flashed on the screen one at a time. You have a limited amount of time to enter the command before it is counted as a miss and another command takes it place. After the 13th command or so, the speed with which the commands appear increases, making the game more challenging. Rikku's final tower features two button commands that you must enter at the same time.

TOWER	ICON POSITION	MUST PRESS			
	Middle of screen	Circle, X, Triangle and Square			
4	One of 13 locations on-screen	Circle, X, Triangle, Square, and D-pad			
*7	One of 13 locations on-screen	Circle, X, Triangle, Square, L1, R1, and D-pad			
You must press a combination of two keys at the same time for tower 7.					

PAINE AND FALLING

CALIBRATION

Paine's towers utilize the Falling Calibration method. In this case, a string of three button icons fall down the screen from the top to the bottom. Half way down, one of the icons flashes, meaning you must input the command before the line of icons hit the bottom of the screen and fall off. The speed at which the icons fall increases as the game continues.



You need to a quick at pressing buffons to succeed in Falling Calibration. Paine's towers just get harder as they go along

	· de imagrandui		
i de la companya de l	paranty	FAM. PERS	AUSI: HELD
2	0-10	Normal	Circle, X, Triangle, and Square
	11-15	Normal	Circle, X, Triangle, Square, and Up and
			Down on D-pad
	16-25	Normal	Circle, X, Triangle, Square, and D-pad
	26-29	Double Speed	Circle, X, Triangle, and Square
5	0-5	Normal	Circle, X, Triangle, and Square
	6-10	Normal	Circle, X, Triangle, Square, and D-pad
	11-15	Normal	Circle, X, Triangle, Square, L1, R1, and D-pad
	16-25	Double Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
	26-29	Triple Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
8	0-5	Norma!	Circle, X, Triangle, Square, and D-pad
	6-15	Normal	Circle, X, Triangle, Square, L1, R1, and D-pad
	16-25	Double Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
	26-29	Triple Speed	Circle, X, Triangle, Square, L1, R1, and D-pad

YUNA AND MEMORY CALIBRATION



Yonas lowers really lest your memorization skulls[†]

Yuna's four towers feature the most complex form of calibration: Memory Calibration. This is divided into two procedures per round. First, during the Memory Phase, the string of button commands is presented to memorize. Then, during the Input Phase, you receive a limited amount of time to enter the string. The number of buttons you need to press increases as the towers' difficulty level increases.

1113111	Tar antition		
3	0-10	2	Circle, X, Triangle, and Square
_	11-25	3	Circle, X, Triangle, and Square
ě	26-29 0-10	4	Circle, X, Triangle, and Square Circle, X, Triangle, Square, and D-pad
	11-25	3	Circle, X, Triangle, Square, and O-pad
	26-29	4	Circle, X, Triangle, Square, and D-pad
9	0-10	2	Circle, X. Triangle, Square, L1, R1, and
			D-pad
- 7	11-20	3	Circle, X, Triangle, Square, L1, R1, and
	01.00		Olyale V Triponia Course 14 Pt and
	21-25	4	Circle, X, Triangle, Square, L1, R1, and D-pad
-	26-29	5	Circle, X, Triangle, Square, L1, R1, and
			D-pad
10	0-10	2	Circle, X, Triangle, Square, L1, L2, R1, R2,
	44.45		and D-pad
	11-15	3	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad
	16-20	4	Circle, X, Triangle, Square, L1, L2,
	10 20		R1, R2, and D-pad
	21-25	5	Circle, X, Triangle, Square, L1, L2, R1, R2,
			and D-pad
	26-29	6	Circle, X. Triangle, Square, L1, L2, R1, R2,
			and D-pad

EVERYTHING'S COMING UP CACTUARS

When Available: Location: Objective: Chapters 3 and 5

Bikanel Desert, Cactuar Nation

Search throughout Spira for 10 missing Cactuars. Convince them to return home to protect the Cactuar Nation from a great evil that arises in Chapter 5. Win the mini-game against the final Cactuar, Frailea, in receive in Covenant of Growth Garment Grid.

Barba System



THE FLOW OF THE GAME

Cactuar Hunting is part of a larger mission that closes out the events in the Bikanel Desert. When you visit the Bikanel Desert in Chapter 3, you learn that the Al Bhed have forged a relationship with the Cactuar Nation in the midst of the desert. As a gesture of goodwill, they ask you to help their leader, Marnela, with a problem. Nhadala assigns you an Al Bhed youth, Benzo, as a translator and off you go to the Cactuar Nation.



Active Cacti (i.e. those you can talk
are marked with a green square
on the on-screen map at the top
left part of the screen. They also
have swirts of green that envelop
them.



Eister closely to the Cachiai Mothers clues. Pay special attention to the highlighted words and phrases

Marnela needs you to search for 10 young cactuars that have ventured out into Spira to learn more about the world. To find out where each one is located, you must talk to their mothers. Look for a green square on the on-screen map to locate a Cactus Mother. You can only go after one cactuar at a time, so only Marnela (the guardian of the Lair of the Rogue Cactuars) and the current cactuar's mother are marked as active on the on-screen map.



That green cactual is difficult to miss—even in the strangest locations

After receiving the clues to a cactuar's whereabouts, it's time to head out and begin your search. The missing cactuars are scattered everywhere, from cities to mountains to plains. Try to narrow down your search to places that most resemble those in the hint, then look for a small cactuar that is just hanging out.

When you catch a missing cactuar, a shooting mini-game begins. Most of the Cactuars you're looking for have friends who are willing to help them defy your orders. You must shoot the cactuar from a rapidly changing display of the cactuar and its friends until its HP reaches 0.



The laster the cactuar's speed rating the laster the screen shifts between the cactuar and its two companions You need great timing to shoot the lastest of the 10 Cactuars.



Press the R1 button to dodge the attacks of a wounded cactual It you get ful you lose ammo

You receive a set amount of ammo, so make sure your shot hits true. Additionally, when you hit a cactuar, there is a chance that it will rush and attack you. You can dodge these attacks by pressing the RI button. If you get hit, you lose ammo and points.

Regardless of how you fare in this mini-game, you can still persuade the cactuar to return home and fulfill its destiny. Simply return to the Cactuar Nation in the Bikanel Desert and bring the youth to his or her mother. The next cactuar's mother then awakens and you can continue your quest.

However, this does not mean that you shouldn't try to defeat each cactuar. Not only is it fun to beat your high score, it gives you good practice for when you go up against the final cactuar, Frailea.

This mini-game spans two chapters. Look for the first six Cactuar in Chapters 3 and 5. The remaining four Cactuars are accessible only in Chapter 5.



The captured cactual follows you around the Cactual Nation until you return it wills mother.

LET'S FIND THOSE CACTUARS!

The following section reveals the locations and statistical information for all 10 cactuars.

WAME	LOCATION	7
f/Lobivia	In the Oasis section of the Bikanel Desert.	3/4
2/Tourneya	Sunbathing in the beach in Besaid Island.	
3/Lobeira	Inside the Treasure Room in the secret area of Chateau Leblanc in Guadosalam.	
4&5/Areq & Arroja	Hanging out at the foot of Mt. Gagazet in the Calm Lands.	
6/Islaya	In the northern part of the Thunder Plains.	
7/Chiapa	Highest point overlooking Kilika Port and Kilika Woods, Look for a place to climb onto a ledge along the eastern path through the woods.	
8/Erio	On the snowy Mountain Trail of Mt. Gagazet.	
9/Bartschella	With Dona on Kilika Island.	
10/Frailea	inside the Cactuar Hollow.	in the

EXTRA ITEMS

During the light with Lobeira, you can win extra items by shooting the treasure chests that appear with her. The same is true for the light with Bartschella. Shoot the pots to earn some extra items!

<u>RIN'S MYSTERY</u>

When Available: Location:

Objective:

Chapters 4, 5

Celsius Bridge (use the CommSpheres) and Mi'then Highroad

Help a discover the culprit behind the hover crash and the machina riot that occurred m the Miliben Highroad in Chapter 3. You can win the right to ride chocobos on the Highroad or acquire some rare prizes, depending on which suspect is caught!

THE SETUP



Rin needs some assistance finding out who's responsible for Me mayhem on the Milihen Highroad in Chapter 3.

The bulk of this mini-game occurs dur-

ing Chapter 4. Use the CommSphere

network on the Mi'then Highroad to

Rin has his hands full searching for the person who caused the hover crash, then reprogrammed the machina on the Mi'then Highroad to riot. He needs someone to look for clues using the extra CommSpheres he's installed throughout the area. If you see something suspicious, or just abnormal, give him a call and he'll run over to investigate.



Switch between the CommSpheres on the network to look for clues of just strange behavior

look for unusual occurrences. When you see something that looks unusual, call Rin to investigate more closely. As you locate more clues, Rin notifies you that the investigation is moving to a new level and, eventually, he'll take over the entire project himself. In Chapter 5, head over to the Mi'lhen Highroad to find out the results of your detective work.



In Chapter 5, all of your detective work is put to good use as Rin solves the case and deals with the guilty party!



naracu

Battire System



Heads sed

THE MI'IHEN HIGHROAD COMMSPHERE NETWORK

It seems that during Chapter 3, Rin added some extra CommSpheres along the Mi'ihen Highroad. While working on this mystery in Chapter 4, tap into Rin's network and use them to determine who committed the crimes in Chapter 3. There are eight CommSphere locations on the Mi'ihen Highroad. To have Shinra's CommSphere on the list, you must see the event in which Shinra drops the CommSphere after you complete the "Machina Mayhem" mission.



The extra Commispheres enable you in classk out what's going on all around the Mother Highroad.

THE MI'THEN HIGHROAD COMMSPHERE LOCATIONS

Travel Agency, Front
Travel Agency, Back
Ruins
Newroad
Hover Crash Site
Oldroad Interior
Shinra's CommSphere

Highroad North Entrance

THE SUSPECTS



Using the following information you can deliberately skew the investigation so that Rin chooses your ornne suspect.

There are ultimately five suspects in this mystery: Rikku, Calli, the Prophet, a small Chocobo Eater, and even Rin! The culprit is determined by the clues and events you see during both the investigation in Chapter 4 and the events you witnessed on the Mi'ihen Highroad area in during Chapters 1, 2, and 3. If you don't see them all during your first run through of the game, then keep them in mind when you play through a second time.

The best part of solving Rin's Mystery is finessing who turns out to be the final culprit. You can start the process early in the game by making sure that you witness or participate in the following events:

- Chapter 1: Talk to the female Al Bhed technician at the southern end of the Mi'ihen Highroad.
- Chapter 2: Participate in the "Cuckoo for Chocobos" mission. The outcome determines whether or not Calli or Rikku are possible suspects.
- Chapter 2: After completing the "Cuckoo for Chocobos" mission, return to Mi'then Highroad and enter the Travel Agency. Look for Rin as he walks past and out the door.
- Chapter 3: Participate in the "Machina Mayhem" mission. To add Rin to the list of suspects, make sure that you decommission more machina than the Al Bhed (at least seven altogether). Don't miss a single machina.
- Chapter 3: After completing the "Machina Mayhem" mission, return to Mi'ihen Highroad and look for Shinra along the road. Watch as he installs a CommSphere in an unusual location.

Witnessing these events puts you in the position to make at least four of the five possible suspects the actual culprit. Read on to find out exactly how to stack the deck against one of the five suspects!

FOLLOWING THE STORYLINES

The mystery is divided into three levels. The clue events you witness from the CommSpheres determine the identity of the guilty party. Therefore, it follows that if you know which clue events you need to see, then you can make any of the suspects the criminal! Before the list of clue events is revealed, let's discuss some guidelines to catching certain suspects.

THE SMALL CHOCOBO EATER AND THE PROPHET

Setting these two characters up doesn't rake much extra effort. After all, they are the most obvious suspects! Each one wants to see the chocobos return to the Mi'ihen Highroad—just for drastically different reasons!

To get the small Chocobo Eater as the criminal, make sure you see clue events 1-A, 1-D, 2-B and 2-G. To find the Prophet guilty, make sure that you witness clue event 1-C, 1-I, 2-C, 2-E, 2-F, 2-J, 2-J, 2-J, 2-M, 2-3, 3-H, and 3-I.



The Chocobo Eater is the easiest culput to catch.



The Prophetos a bit more difficult to figure out. You really have to do some delective work to uncover his trail!

RIKKU AND CALLI

Unfortunately, you can either add one or the other to the list. The decision point for this occurs at the end of the "Cuckoo for Chocobos" mission in Chapter 2. If you decide to invite Calli and her Chocobo to ride on the Celsius, Rikku is added to the list of suspects. If you don't let Calli and Chocobo join the Celsius crew, then Calli takes Rikku's place on the list of suspects.

To stack the deck against Calli, do the following:

- In the "Cuckoo for Chocobos" mission in Chapter 4, make sure you see the ending in which Calli does not get a Chocobo.
- Make sure you end Chapter 2 without inviting Calli onboard the Celsius.
- Make sure you see clue events 1-E, 1-F, 2-A, 2-D, 3-C, and 3-E during the mystery game in Chapter 4.

To point the finger at Rikku, do the following:

- During the "Cuckoo for Chocobos" mission in Chapter 2, make sure you see the scene in which Rikku jumps from the top of the Ruins and falls on her backside.
- At the end of the "Cuckoo for Chocobos" mission in Chapter 2, invite Calli and her chocobo onboard the Celsius when offered the chance.
- During your investigation in Chapter 4, make sure you witness clue event 2-K and 1-B!

RIN



Rin w doing something shady and it's up to you to find out!

Rin is the toughest suspect to corral. While it's easy enough to get him on the list of suspects, it is difficult to skew the investigation to point the finger of blame at him!

Rikku's story is a forrotte, aithough

We cases Ain lands are difficult to

Spr

To collar Rin as the culprit, do these things:

- In Chapter 1, make sure you talk to the female Al Bhed technician at the southern end of the Mi'ihen Highroad.
- Once you complete the "Cuckoo for Chocobos" mission in Chapter 2, return to the area and pay a visit to the Travel Agency. You should see Rin walk by and exit the building. Wonder what he's up to?
- 🔳 In Chapter 3, defeat at least seven of the malfunctioning machina in the "Machina Mayhem" mission. Do so and you'll see Rin in the crowd of people in the scene at the end of the mission.
- Call for Rin during clue event 1-G during the investigation.
- Witness clue event 3-G during the investigation, then switch to the Newroad CommSphere to see clue event 3-D immediately afterward. Call Rin at that time to report what happened in 3-G.
- After completing the previous steps, go to a place where no clue events take place and call Rin there five times. After doing so, you shouldn't be able to get Rin to come running when you call for him. End the game until Chapter 5.

CLUE EVENT LIST

The following tables lists all of the clue events in the Rin's Mystery min-game. Remember that the investigation portion of the game is divided into three parts. When you hear the bell and Rin states that you are getting to the heart of the matter, move ahead to the next part of the list.



Additionally, in each story line there are a specific number of events that you must witness before you can move on to the next part of the story. Use the following information to figure out how many you have to see for the storyline you've chosen.

1	EVENTS N	EEDED PER S	STORYLINE	
	RIKKU	CALE	CHOCOBO EATER	PROPHET
Parl 1	2	3	3	3
Part 2	2	3	3	4
Part 3	2	3	2	3



in Chapter 2 If you succeed. This all you'll see III her storyline.



Calli's story occurs only if you fail the "Cuckoo for Chocobos" mission Chocobo feather floating in the air is

38 30 S. Fu

Disaractor



Mini-Games

	CASE	EVENTS FOR PAR	T ONE OF T	HE INV	ESTI	GATION	
EVERT	LOCATION	DESCRIPTION.	The state of the s		EM(R)	GOLD EATER	PROPHET
1-A	Travel Agency, Back	A small Chocobo Eater appears III IIII playing with the Drone Machina console.	None	-	*	+4	
1-B	Ruins	The Ruins machina seems III malfunctioning.	Must fulfill Rikku's pre-regs.	+6	-	-	•
1-0	Newroad	The Prophet seems III III meeting with a young woman I wonder why?	Only if you called Rin during event 1-1.	-	-		+4
1-D	Newroad	A small crowd is gathered at the spot where the hover went off the road.	None	+6	+4	+4	+4
1-8	Hover Crash Site	A Chocobe feather floats in the air.	fl going for Calli, view event 1-F first.		+4		
1-F	Oldroad Interior	Calli appears to be tooking for something.	Must fulfill Calli's pre-regs.	-	+4		
1-G	Shinra's CommSphere	Capture Rin talking to a strange Al Bhed woman. Hmmm	None	-	-		-
1-H	Highroad N. Entrance	The Prophet and a Chocobo Eater? What a strange pair!	Must see events 1-A or 1-C.	-		+4	-
1-1	Highroad N. Entrance	Who is the Prophel speaking to?	None	- 1	-	-	+4

							_
	CASE	EVENTS FOR PART	TWO OF T	HE IN	VESTI	GATION	
				PT	AWARDE	P	
word the	DEATION	DESCRIPTION	IEO .	- KKU	CALLI	CHDCOBORATEA	PHOPHET
2-A	Travel Agency, Front	Look for Rin and Calli in front of the hovers.	All of Calli's pre-regs and see event 1-E.		+4	-	-
2-B	Travel Agency, Front	Why is that Chocobo Eater chasing a gull?	None		-	+4	
2-C	Travel Agency, Back	A strange woman is checking out the computer console back there.	None		-		+3
2-D _	Travel Agency, Back	Who is Calli waiting for?	All of Callis pre-regs. Don't call fin at start of 2-C.	-	+4		-
2-E	Travel Agency, Back	An Al Bhed technician is playing with computer console.	None			+3	-
2-F	Ruins	The Prophet is having another meeting.	See event 2-E first		-		+3
2-G	Newroad	How strange is that? A Chocobo Eater chasing a Hover.	None	-	- 1	+4	-
2-H	Hover Crash Site	Call Rin when you see a group of machina is surround the crashed hover.	None	+6	+4	+4	+3
2-1	Hover Crash Site	What is the Prophel hiding by the crash site?	See event 2-J first.			-	+3
2-J	Oldroad, Interior	The Prophet starts talking to the two guys.	See event 2-F first.		-	-	+3
2-K	Shinra's CommSphere	None	In "Machina Mayhem" mission, attack machina on opposite ledge.	+6	÷ ",		
2-L	Highroad N Entrance	The Prophet speaks with a young lady.	See event 2-F first.			-	a
			See event 2-L first.				+3 +3
2-M	Highroad N. Entrance	The Prophel hides something in the ruins.		1			
2-N	Highroad N. Entrance	Rin finds the item the Prophet hid.	See event 2-M first.	-		*	+3

	CASE	EVENTS FOR PART	THREE OF	THE IN	VEST	IGATION	
				III III	AWARDE	- CHARLES CONTRACTOR	
3-A	Travel Agency, Front	: Bin is talking to the hover driver.	See event 2-H tirst.	+6	+4	+6	+4
3-B	Travel Agency, Back	When you call Rin a man fails from the roof	None	+6			-
3-C	Ruins	A young woman is waiting by the runs.	Erased when you see event 3-1 first	+	+4		
3-D	Newroad	Near Hover Crash Site, you see Rin doing something strange.	See event 3-G first. This event is erased if you see another event first.	•	•	-	•
3-E	Newroad	Calli tries to hide traces of something.	Complete Calli's pre-regs.		+4		
3-F	Hover Crash Site	! Rin finds something in the Hover wreckage.	None	. 1		+6	-
3-G	Hover Crash Site	As you search the area, the CommSphere malfunctions.	None	-	-	-	-
3-H	Oldroad Interior	Rin talks to the two men.	None	- 1			+4
3-H 3-i	Highroad N. Entrance	The Prophet and his assistant meet up.	None	2 11	1		+4

AND THE CULPRIT IS?

Without giving too much away, here's a list of pros and cons for going after each of the five suspects.

CHOCOBO EATER

If you don't follow the advice here to make someone else the criminal, the Chocobo Eater will likely be the one caught!

Pros: Now that the road is safe from chocovorous fiends, you get to ride chocobos on the Mi'ihen Highroad after it's put away.

Cons: You don't receive any special items and your feeling of accomplishment is likely to be low.

THE PROPHET

Hmmm... The Prophet likes chocobos so much that he'll do anything to free up the roads for them.

Pros: This is the funniest End of Episode scene! Done in the style of a Scooby Doo Mystery (complete with Y-R-P as the meddling kids!), this one will have you on the floor laughing.

Cons: You don't receive a special item and you don't get to ride chocobos on the Highroad afterward; cannot get 100% completion.

RIKKU

Poor Rikku! She can't help being klutzy!

Pros: You get to ride chocobos and you get the Ragnarok accessory. Also, the End of Episode scene is fairly amusing.

Cons: Does Rikku really have to be berated for her careless and clumsy ways again!?!

CALLI

Her love for chocobos is so strong... And so was her disappointment at not getting a chocobo in Chapter 2.

Pros: You still get to ride chocobos on the Highroad and you can say that you've nabbed one of the hardest-tocatch perpetrators, but...

Cons: You negate your chances to get the Chocobo Ranch mini-game and you fail to acquire the Selene Guard Garment Grid that you would have won in the "Cuckoos for Chocobos" mission.

RIN

If you nab Rin, you're really good!

Pros: You get to ride chocobos for free on the Highroad and you win Gippal's Sphere.

Cons: Completing the pre-requisites is really tricky.

BLITZBALL

When Available: Location:

Objective:

Chapter 5

Luca Stadium

The Blitzball season starts in Luca during Chapter 5. Can you guide the Gullwings to victory while the Besaid Aurochs are on maternity leave?

A NEW AND IMPROVED BLITZBALL!

Blitzball is a game in which two teams compete in a sphere pool in a game that resembles soccer or water poloexcept that it's played underwater! During each five minute match, each team attempts to take the ball from each
other and score more points than the other to win the game. In this mini-game, Yuna and the Gullwings must
pull together a competitive team and participate in the Spira League Tournament in place of the Besaid Aurochs.
The basic rules and changes from the original Blitzball game in FINAL FANTASY X are discussed in this section. Keep in mind that there have been quite a few changes since Blitzball was originally introduced. The game
now plays more as a coaching simulation instead of an actual game.

th determine



Country and Expenses

BASIC RULE #1: THE NUMBER OF PLAYERS PER TEAM

Each team has seven fielders and one goal keeper for a total of eight players. The Gullwings can also keep maximum of four backup players to form a team of 12 Players. You cannot increase the size of your team.

HOW IT'S CHANGED...

The number of players on a team has increased from six to eight so that the division between the forwards and defenders is clearer. In addition, to accommodate the larger teams, the playing field has increased in size. Also, if you have backup players prepared, you can substitute them during the game.

BASIC RULE #2: IN-GAME ACTION

The players can make a pass or a shot from any position. Also, opponents cannot steal the ball right back, even if you steal the ball by force.

HOW IT'S CHANGED...

The ability to cause status abnormalities with one's pass or shoot is gone, but a new "injury" element has been added to the game. If a player gets injured during a match or training, then the player cannot move for the rest of the match. Special shots have now been limited to an Overhead Volley and the Corkscrew Shot.

BASIC RULE #3: VICTORY AND DEFEAT CONDITIONS

The match lasts for five minutes and whoever scores the most goals in that time wins. In the case of a tie score, the match ends in a tie for a normal game but goes into sudden death during tournament matches.

HOW IT'S CHANGED..

The break between the first half and the second half of the game has disappeared. Also, if either team scores seven points, then the game is called and the team with the seven points is declared the winner.

THE FLOW OF THE GAME

When you start playing the Blitzball mini-game, you have four options: Train, Play Blitzball, Scout, or Tutorial. If you are new to the game, then familiarize yourself with the rules of the game using the Tutorial option. After doing so, you'll want to bring your team in for Training before you play your first match.

1. Starting the Game

There are two ways to get to the main Blitzball menu. When you first visit Luca in Chapter 5, you can agree to play when asked to participate in the tournament to start the mini-game. If you choose not to start right away, you must speak with the woman behind the ticket counter in the stadium. Here you can select between playing Blitzball or Sphere Break.

2. Training

Almost every member of the Gullwings team is a rank beginner at Blitzball. They all have very low stats and if you want them to have a chance at winning, you'll need a lot of training to get them to compatible levels with the rest of the teams. You can put individual players through 17 types of training regimens (at the cost of Command Points), or you can have the entire team go through group training in the different formations and types of play styles. At the start of the game, you should play in Exhibition Matches to earn the Command Points needed to raise your team members' stats

3. Scouting

There are a total of 99 players in Blitzball, and 35 of them are free agents who aren't attached to any one team. These free agents form a pool of talent that only the Gullwings can tap. Use the Scouting function to find and sign promising new players for your team. After all, while it's important to train the original members of the Gullwings, it is also good to scout out players who are already strong and add them to your team.

4. Playing in a Match

After selecting Play Blitzball on the main menu, you must select the type of match you want to play (Spira League, Tournament, and Exhibition Match). However, the game basically plays itself with you watching the action unfold in the position of coach. All you can really do is change your team's Formation and Game Play strategies and substitute players as needed. If you do not have enough players to form a team of eight, you cannot play a match.

5. Winning Prizes and Command Points

When the match is over, you receive prizes or Command Points based on the type of match you chose and whether or not you won.

As you gain more points, your team level increases and you can win all sorts of items. At the end of a match, you have the option of continuing or returning to Luca.

TRAINING

In FINAL FANTASY X, Blitzball players gained experience based on their actions during a match. In FINAL FANTASY X-2, experience points or levels aren't used and the players must raise their parameters through training. Since you can't directly affect a player's actions once a match starts, you must really rely on sharpening your player's skills through training.

The training method works as follows: When Blitzball begins, your current Command Points are displayed in the upper-right corner of the screen. Divide these points among the players in Training mode. While giving out lots of Command Points at one time has the biggest effect, be careful because it can lead to fatigue (FTG) and injuries. In addition to receiving various penalties, injured players can only receive limited training.

Moreover, in addition to gaining Command Points by playing matches, you can receive points (1 Command Point for every 10 seconds) just by leaving Blitzball mode and returning to the field. The default maximum points you can gain is 100 points, but that maximum number increases when the Gull Wings level up.

FLOW OF THE TRAINING SYSTEM

- Move the cursor to the player's name and press the X button.
- Move the cursor to the type of training regimen you want and press the X button.
- Allot the Command Points you want to dedicate to this training regimen (from 0-9), then press the X button to return to the main Training menu.
- Move the cursor to Practice and press the X button. Now all of the players who have been given Command Points will receive their individualized training. In Training, the increased parameters are shown in pink and the decreased parameters are in blue.

EXPLAINING A PLAYER'S STATS

To make the coaching simulation more realistic, the number of player stats have more than doubled. Here's a rundown on what they are and what they stand for.

The following stats can change during Training:

END Endurance: The higher the stat, the more easily the player can endure an opponent's tackle.

ATK Attack: This indicates the strength of the player's tackle ability. The higher the stat, the easier it will be for the player to steal

the ball when he or she sets up a tackle.

PAS Pass: The higher the stat, the less likely it is that your passes will fail.

SHT Shoot: The higher the stat, the more successful your shots will be.

BLK Block: The higher the stat, the more likely your player will block an opponent's shots and steal the ball.

CAT Catch: The higher the stat, the more likely your player is to catch shots. This stat is a must for the goal keeper.

RNG Range: The higher the state, the more successful your players will be at completing shots and passes over long distances.

REC Receive: The higher the stat, the easier your players can catch passes from their own team members.

TRAINING

The list of numbers or blue that appear to the left of this instruction stats are called the Optimal Points, which indicate the amount player can endure during training. These numbers increase 📻 decrease by one while you are performing Training exercises. When you allot it command points than the optimal number provided, the character's Eatique stat (FTG) rises.

The following stats don't change during Training:

SPD Speed: The higher the stat, the faster the player moves through the water.

RCH Reach (extent of the player's defensive range): The higher the stat, the more easily the player discovers opponents carrying the ball and the more easily he or she can encounter them.

The following are parameters outside of player stats:

OUT This marks the number of contracted matches the player must sit out due to injury.

CNT Contract: This lists the player's number of contracted matches. When the number reaches 0, the player's contract ends.

GIL Number of Command Points needed to sign a free agent to a 10-game contract with the Gullwings.

The following are stats that change during matches:

MOR Morale: The higher this stat, the more likely your players are to use special shots and combos.

FTG Fatigue: The higher this stat, the more it compromises a player's level of play and increases the likelihood that he or she will suffer an injury in training or during a match.

Characters



CHANGING STATS THROUGH TRAINING

When you train a member of your team individually, the change in that player's stats is not just a simple reflection of the number of allotted Command Points. The rules for stat changes are shown in this section. There are a total of six stats (END, ATK, PAS, SHT, BLK, and CAT) and although they may not appear to change as a result of training, there actually have been changes to some "invisible" parameters.

Moreover, although this is not displayed on-screen, there is a maximum limit to each of the eight stats that are influenced by training. After that point, no matter how much you train, the parameter will not increase any further (unless the player receives some secret training!).

HOW STATS ARE CHANGED BY TRAINING

- Each of the six stats (END, ATK, PAS, SHT, BLK and CAT) is assigned a hidden value between 1-8 (the default value is 4).

 When you train a player, the allotted command points are added to these hidden values and, when the hidden value exceeds 8, 1 point is added to the actual parameter.
- The stats RNG and REC do not have any hidden values. Their values are raised by the same value as the allotted command points.
- If a player participates in a training regimen that lowers a certain stat, then in the case of stats with hidden values (END- CAT), the command points are subtracted from the hidden value and the total stat is decreased as necessary. In the case of a stat without hidden values (i.e. RNG and REC), the stat is decreased based on the number of command points subtracted from the previous total.
- When the hidden value drops below 1, the stat is lowered by 1 and the hidden value starts again at 7.

	TRAININ	G REGIMENS	FOR SINGLE PLAYERS
MEND OPTION	RAISES	LOWERS	EFFECT
Downtime		FTG	Decreases the player's 1-2 points per Command Point allotted.
Iron Man	END	BLK	See previous section for explanation of how this works.
Sandbagging	ATK	CAT	See previous section for explanation of how this works
Passing	PAS	END	See previous section for explanation of how this works
Shooting	SHT	REC	See previous section for explanation of how this works
Blocking	BLK	RNG	See previous section for explanation 🖩 how this works
Goalkeeping	CAT	PAS	See previous section for explanation of how this works
Receiving	REC	SHT	See previous section for explanation of how this works
Throwing Arm	RNG	ATK	See previous section for explanation of how this works
Pep Talk	MOR	-	May raise Morale (MOR) to max (99 points). Probability is based at (# of
			Command Points allotted x 10)%.
Counseling	Optimal Points		May max out the player's Optimal Points for END-REC. Probability is based
			on (# of Command Points allotted x 10)%.
Teamwork			Raises the combination points between two players on your team

PREPARING FOR A MATCH

How a player moves during a match is affected by the combination of their position, formation, and play style. By understanding these characteristics, you can find the kind of combination you want for your own strategy.

PLAYER POSITIONS IN FORMATIONS					
J. H. W.	Forward: Takes up residence closest to the opposition's goal. Largely responsible for aiming shots.				
MF -	Middle Fielder: Hangs out in mid-lield and controls the match.				
DF GL	Detender: Largely responsible for stealing the ball from attacking opponents. Goalkeeper: Repels opponent's shots from the goal.				

LIST OF FORMATIONS

4-2-1

A formation that places an emphasis on a strong defensive line in front of its own goal. With this, even a weak team can defend its own goal. This is the Guilwings' default formation.

4-1-2

Moving one of the mid-fielders up from the "4-2-1" formation creates two forwards. Although it strengthens the offense, it may make it easier for the opposing team to score a goal.

3-3-1

With three players in the midfield and three on defense, it is a strong defensive formation, but rather difficult to score a goal with. It's a good formation for doing a counter attack.

3-2-2

A formation with very few holes. It may look like it's balanced, but if the players don't have high parameters, then there is a danger of both attack and defense being mediocre.

3-1-3

While taking the risk of having only one MF, this formation has a strong defensive and offensive line. The stronger the DF ability of your players, the easier it is to perform a counter attack.

2-4-1

With four MF, it is easy to control the midfield with this formation. However, it is then necessary for the MF to play both offense and defense. This formation is best for teams that have strong midfielders.

2-3-2

With five players able to move to offense, this formation is best for offensive attacks. Although this is strong during attack periods, since there are only 2 DF, it is vulnerable to attacks and counter attacks.

2-2-3

By moving one of the mid-fielders up from the 2-3-2 formation, this formation improves offense. With a FW with a strong END parameter, you can mount a strong attack but the defensive line remains somewhat weak.

LIST OF PLAY STYLES

CENTER ATTACK

Recommended Formations: 4-2-1 and 3-2-2

This style enables you to break through the opposing defense using a combination of short passes. This is the default Play Style for the Gullwings.

RIGHT SIDE

Recommended Formations: 2-4-1 and 3-3-1

This formation uses aggressive dribbling to drive up the right side of the field deep into the opponent's territory. With a FW stationed in front of the opponent's goal, you are just a pass and a shot away from a scoring opportunity.

LEFT SIDE

Recommended Formations: 2-4-1 and 3-3-1

Almost identical to the Right Side style, this uses aggressive dribbling to drive up the left side of the field deep into the opponent's territory.

POST PLAY

Recommended Formations: 3-1-3 and 2-2-3

Pass the ball to the center FW and create scoring opportunities for the offensive line. With formations skewed toward offensive players, this style enables your teammates to pass the ball back and forth until there is a scoring opportunity.

SHORT PASS

Recommended Formations: 4-1-2 and 3-2-2

In this style, team members pass the ball quickly around the field to take advantage of holes in the opponent's defense.

LONG FEED

Recommended Formations: 4-2-1 and 3-3-1

This style relies of long passes between DF players and the FW to create scoring opportunities. Make sure that your key players have a good range before attempting this style.

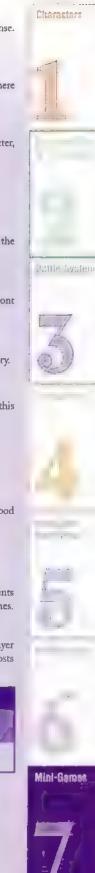
SCOUTING HIDDEN TALENTS

There are 35 players who are listed as free agents. You can use Command Points to scout and hire any of these new players. The Free Agents that you can scout are determined by the Gullwings' scout level. You can scout other players if you increase the team's level by winning games. Use the following information to determine what your team level needs to be before your scout level increases.

There are seven Free Agents for each Scout Level, but only a maximum of four players are shown on-screen each time you search for player information. If the player who you want to scout is not on-screen, search again until the player appears. Keep in mind that each search costs 10 Command Points.

COMMAND PO	INTS	NEEDED FOR	SCOUTING	
HOW TO USE COMMAND POINTS		S	COUT LV	
The state of the s	. 1			
Acquiring Player data	10	10	10 10	10
Sign Contract with Player	10	15	20 30	40

SCOUT LY AND TE	AM LV RELATIONSHIP	
SCOUTELY	TEAM LV	
1	1 (0 wins)	
2	5 (8 wins)	
3	10 (18 wins)	
4	20 (38 wins)	
MAX	30 (58 wins)	



RECOMMENDED FREE AGENTS

The following are the best Free Agents for the Gullwings at each Scout Level.

SCOUT LEVEL 1: SHUU AND ROPP

Shuu has high END and SHT stats that make her a perfect choice as a FW. She can also pull off the Overhead Volley move, which can be very effective as your team learns the ropes. Ropp, on the other hand, is a born DF player with his high ATK and BLK stats. Put him on your defensive line and let him do his stuff.

SCOUT LEVEL 2: MEP

Mep is the same type of player as Miyu. He has high END and SHT stats and can be used much the same way as you would use Miyu.

SCOUT LEVEL 3: SHAAMI

Shaami has decent stats that should be in line with the rest of your team. What she has that others might not is the Corkscrew Shot.

SCOUT LEVEL 4: KWINN

Only Kwinn's CAT stat grows steadily as he advances, making him a great GL for your team. With a max CAT of 94, he's a good investment until you can scout Yuyui.

SCOUT LEVEL MAX: LUCIL AND YUYUI

Yuyui's stats max out at the highest levels possible (99 for END-CAT and 255 for both RND and REC). This makes her great at any position! Lucil, on the other hand, is a bit of a step down. Her stats max out at 77 for END-CAT and 177 for RND and REC. Not as great as Yuyui, but not a bad addition to your team as a whole.

CONTROLLING THE TEAM AS

MANAGER

The flow of a Blitzball game is described in this section. After you decide upon the match type and the camera angle you want to use during the match, the game proceeds virtually on autopilot. However, during the match, you can interrupt play by pressing the Triangle button. A menu appears after a team makes a successful goal and you can change formations, play style, and even switch out players. During the game, you can zoom in on the action by pressing the Square button and press the R1 and L1 buttons to boost or lower the team's Adrenaline Gauge.

TYPES OF MATCHES

There are three types of Blitzball matches: Spira League, Tournament, and Exhibition. At the start of the game, you should stick with Exhibition matches to build up your Command Points and train your characters until their stats are compatible with the other teams.

RULES FOR THE SPIRA LEAGUE

- Six teams compete in the tournament. Each team plays the others twice for a total of 10 matches.
- Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, a tie game is called.
- The winner of the tournament is the team with the highest number of points. A win nets you 3 points, a tie 1 point, and a loss 0.
- At the end of all of the matches, the points are tallied and a winner is declared. The teams placing first, second, and third win prizes.

RULES FOR A TOURNAMENT

- Six teams battle until one wins. Your opponent is chosen randomly.
- Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, the game goes into Sudden Death overtime. Periods of 30 seconds each are called until one team scores.

EXHIBITION

- Play a single practice match.
- Choose your opponent from among five teams.

	SPIRA LEAGUE AND	TOURNAMENT PE	RIZES
	SECOND PLACE	THIRD PLACE	EXHIBITION
Crystal Bangle	Mythril Bangle	y X-Potion (x2)	X-Potion (x2)
Rune Bracer	Gold Bracer	Mega-Potion (x2)	Mega Potion (x2)
Moon Bracer	Power Gloves	Ether (x2)	Elher (x2)
Shining Bracer	Diamond Gloves	Turbo Ether	Mega Phoenix (x2)
Star Bracer	Pixie Dust	Mega Phoenix (x2)	
Recovery Bracer	Mystery Veil	Mythril Bangle	
Sprint Shoes	Crimson Ring	Hyper Wrist	
Charm Bangle	Snow Ring	Diamond Gloves	
Gold Hairpin	Ochre Ring	, Talisman	
AP Egg	Cerulean Ring	Mystery Veil	

BLITZBALL PLAYER STATS

This section contains all of the stats for every player on each team, including the free agents. Use this information to help decide which players to scout or trade for.

READING THE PLAYER STATS ENTRIES

Scout Level
Contract Duration

Indicates the stage at which the player can be scouted. This does not pertain to players on established teams. Indicates the maximum number of games for which a player can be contracted during one signing period (equal to the CNT stat).

CP Needed to Sign Special Shot

Stats

Lists the number of Command Points (CP) needed to sign a player or renew their contract. Shows a player's type of Special Shot.

Indicates the player's Starting Stats, their Maximum Stats, and the Optimal Points assigned to the stats. Remember, these only apply to the first eight stats, which can be changed through Training.

300

GULLWINGS

PA	NE		· March
Scoul Leve Contract Di CP Needed Special Sho	ration: to Sign.	99 3 N:A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	32 22 50 50 50	48 20 30 92 20 10 135	9PT PTS 7 55 9 5 4 8 9

YUNA			
Scout Level Contract Dur CP Needed to Special Shot		99 3 N/A	
END ATK PAS SHT BLK CAT HNG HEC SPD RCH	33 4 22 3 1 39 45 30 50	41 28 84 42 73 65 119 154	7 4 0%6015 4 8 9 9 -

BIC	BIGGS			
Scout Level Contract Du CP Needed I Spenial Sho	to Sign.	1 10 3 N/A	• • • • • • • • • • • • • • • • • • • •	
END ATK PAS SHT BUX CAT RNG REC SPD RCH	32 3 3 4 1 39 45 30 60	33 10 71 42 21 10 88 95	97 PT\$	

RIF	RIKKU		
Scout Level Contract Du CP Needed Speniel Sho	ration 10 Sign	99 3 IU/A	
END END PAS SHT BLK CAT RNG REC SPD RCH	2 2 4 2 4 1 38 28 35 65	43 22 78 45 45 82 34 89 190	e e e e e e e e e e e e e e e e e e e

WEDGE			
Strate			1
Contract D	uration.		15
CP Needed	to Sign.		3
Special Sh	(0)		N'A
END ATK PAS SHT BLK	\$14#1 2 4 3 1	33 57 60 20 40 10 95 82	0P1 P15 4 6 8 4
BLK CAT RNG REC SPD RCH	4 3 1 3 1 27 32 30 50	10 95 82	8 -

BUDDY			
Scout Level Contract Du CP Needed Special Sho	to Sign	1 20 3 NA	
END ATAS SHIT BLK CAT BNG REC SPD RCH	\$1401 3 4 4 1 2 1 466 300 655	38 51 63 32 40 10 120 105	6PT PTS 55.77.4855.89

BROTHER			
Scout Layel Contract Dura CP Needed to Special Shot		1 40 3 N/A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	\$TART 4 2 1 4 1 36 4 40 60	42 12 43 51 21 10 115 200	PT PT\$

SHINRA			
Statut Leve Contract Or CP Needed Status Shi		30 3 N A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 3 3 2 1 3 3 7 1 3 3 7 7	44 20 11 5 422 79 72 26	South Fits







LUCA GOERS

BICKSON			
Scalt Leve: Contract Du CP Needed Special Sho	ration: to Sign:	10 40 N A	
FND ATK PAS SHT BLK CAT RNG REC SPD RCH	20 13 11 30 14 2 105 105 40 55	MAX 55 37 41 52 38 19 120 112	PT PT5 7 4 4 8 5 5 8 6

BALGERDA			
Scout Level			
Centract Du CP Needed I		40	
Special Shot		N.A	
END ATK PAS SHT BLK CAI RNG REC SPD RCH	9 25 17 3 19 6 72 95 30 65	MAX 41 52 52 52 26 29 28 92 140	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4

ABUS			
Scout Leve Contract D CP Needed Special Shi	uration: to Sign:	10 40 N/A	
END ATK PAS SHT BLK CAT HNG REC SPO HCH	57 AUT 15 3 16 21 11 5 105 110 35 50	41 18 41 45 38 17 118 158	OPT PTS

BOWER			
Scout Level Centract Du CP Needed Scenial Sho	ration: to Sign:	1 10 40 NA	
END ATK PASS SHT BLK CAT REC SPD REC SPD RCH	16 21 18 6 17 1 90 88 30	30 51 37 18 42 10 100 130	67 PTS 57 77 59 47 77 88

GRAAV			
Scout Level Contract Ou CP Needed Special Sho	ration: to Sign:	10 40 N'A	
END ATK PAS SHT BLK CAT RNG REC SPD	23 11 30 15 14 3 100 106 35	51 42 54 55 41 19 122 120	\$1ART 769955 54778

PRETUS			
Scout Leve Contract Du CP Needed	isabon.	10 40	
Spenal Sho		NA MAX	OPT PTS
END ATK PASSITI BLK CAT CANG REC SPD REC SPD REC SPD REC SPD REC SPD REC SPD REC SPD REC SPD	25 12 20 2 20 2 130 95 40 65	48 77 53 11 51 13 142 105	4 -

DORAM			
Special Leve Contract Du CP Needed Special Sho	ration: to Sign:	10 40 N/A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	15 18 27 3. 10 7 120 99 40 55	54 38 51 30 75 28 130 110	0 PT PTS

RAUDY			
Scout Leve Contract Di CP Needed	uration:	10 40	
Special Sho)ti	RA	***
END ATK PAS SHT BLK CAT RNG REC SPD RCH	1 2 2 1 9 22 30 30 60	11 11 13 26 26 52 70 37	OPT PTS

KILIKA BEASTS

LARBEIGHT			
Scoul Level		•	
Contract Du	ration:	10	
CP Needed	ta Sign:	12	
Special Sho	t'	N'A	
STAT	START	MAX	OPT PTS
ATK PAS SHT BLK CAT RNG REC SPD RCH	2 2 4 2 71 85 30 50	45 30 22 54 10 10 104 89	53494389

DEI	M.		ಜ ಸಾಹಿತ
Scout Level: Contract Ourati CP Needed to S Special Shot:		10 12 NA	
END ATK PAS SHT BLK CAT	50 50 50 50	MAX 20 52 77 10 20 10 87 70	6P1 91\$ 47.8899952.696

ISKEN			
Scout Level. Contract Duration. CP Needed to Sign: Special Shot	10 12 N/A		
END 4 ATK 3 PAS 3 SHT 3 BLK 5 CAT 1 RNG 78 REC 72 SPD 30 RCH 50	41 10 45 55 10 10 104 92	921 PTS	

ENKROY			
Scout Level Contract Du CP Needed Special Sho	ration: to Sign	10 12 N A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 2 4 2 2 1 62 57 28 45	MAX 20 93 40 18 20 10 78 85	9pt Pt\$ 4 8 5 4 4 7

VUROJA		
Scout cevel Contract Duration	10	
CP Needed to Sign: Special Shot	N/A	
END 4 ATK 3 PAS 5 SHT 1 BLK 4 CAT 1 RNG 61 REC 81 SPD 30 RCH 40	MAX 071 718 56 7 30 4 76 9 21 4 20 4 92 5 88 8 95 9	

ZANDA			
Seeut Level			
Contract Duratio			
CP Needed to Si	pn: 12		
Special Shot	N/A		
	ART MAX	OPT PTS	
END 4 ATK 3 PAS 2 SHT 1 BLK 3 CAT 1 RNG 65 REC 43 SPD 30 RCH 45	22. 77 40 10 10 10 85 78	496455000	

KULUKAN		
Sci. A Level Contract Duration CP Needed to Sign Special Shot	10 12 N A	
END 3 ATK 3 PAS 4 SHI 3 8LK 3 CAT 1 RNG 65 REC 56 REC 56 RCH 40	29 5 5 5 92 8 30 4 55 4 4 10 3 130 9 100 8	

NIZARUT		
Schult Level Contract Duration	10	
GP Needed to Sign Special Shot	12 NA	
BLK 3 CAT 3 RNG 40 REC 35 SPD 30 RCH 30	43 30 30 8 10 52 88 7 52 7 -	



battle System.



1 constauries



7

AL BHED PSYCHES

EIC	GAA	R	47
Scaul Leve			
Contract Di	iration:	18	
CP Needed	to Sign:	70	
Special Shi	pti .	Overhead Vi	olley, Corkscrew Shat
END ATK PAS SHT BLK CAT RNG REC SPD RCH	31 20 25 35 11 2 130 155 33 45	MAX 73 52 54 71 52 18 150 178	0 PT PTS 4 4 3 6 4 3 8 6

LAI	KKA	M	
Speat Level			
Contract Du	ration:	10	
CP Needed t	ta Sign:	70	
Special Shot		Corkscrew S	hot
END ATK PAS SHT BLK CAT RNG REC SPD RCH	10 28 41 2 16 3 72 100 30 90	27 93 69 12 54 20 104 115	(c) gp:(4/c7)(r)(4)(4)(4)(4)

BL.	APP	A	
Secut Leve Contract D CP Needed Special Sho	uration: to Sign:	10 70 Overhead Vi	olley, Contiscrew Shot
END ATK PAS SHT BLK CAT RNG REC SPD RCH	START 41 10 18 33 21 9 120 160 35 30	MAX 62 41 72 90 37 11 132 190	PFT PTS

KE	PPE	EL	
Scout Lave		·	
Contract De		10	
CP Needed		70	
Special Sho	ot:	MA	
END ATK PASS SHT BLK CAT RNG REC SPD RCH	14 39 17 4 30 2 88 120 30 80	39 72 51 17 40 17 155	57-6-47-69-10-1

BE	RRI	K	
Spoul Leve			
Contract D		10	
CF 'veeded		70	
Special Shi	2.	Overhead Vo	lley, Corkscrew Shot
47AT	START	MAX	OPT PTS
ATK	28	40	0
PAS	21	51	9
SHT	21 36 13	72	6
CAT	2	56 51 122	2
RNG	118	122	8
REC	128 35	158	1
RCH	55		-

NO	MM	A	
Secut Level Contract Du		10	
CP Needed Specia Sho	_	70 Corkscrew S	het
END ATK SHIT RECORD REC	12. 33. 27. 1 34. 2 82. 99. 30. 70.	71 71 42 18 72 19 113 115	6N PTS

JUD	DA		
Schul Level Contract Dura CP Needed to Spetial Shot		10 70 Carkscrew S	Shot
END ATK PAS SHT BLK CAT RNG REC SPD RCH	21 21 37 19 14 2 104 110 35 40	51 52 76 51 37 54 120 153	0P1 PIS 3 4 6 6 6 6 4 7

NII	MR	ООК	
Scout Leve Contract Oc CP Needed Special Sho	ration: to Sign:	- 10 70 Corksdrew	Shot
END ATK PASS SHT BUK CAT RNG REC SPD BCH	START 19 10 12 8 16 32 34 113 30 60	72 27 27 27 38 73 73 114 155	0PT PTS 6 5 7 7 7 7 9

RONSO FANGS

BA	SIĶ	RO	NSO
Secut Level Contract Du CP Needed Special Sho	ration: to Sign:	10 30 Overhead Vo	iley
END ATK PAS SHT BLK CAT RNG REC SPD RCH	33 9 10 16 9 2 100 135 30 50	93 41 37 54 39 10 190 155	9894

IRGA	RONSO
Scout Level Contract Duration: CP Needed to Sign Special Shot:	10 30 N/A
STAN STAN END 41 ATK 16 PAS 19 SHT 6 BLK 17 CAT 10 REC 136 SPD 30 RCH 60	1 MAX OPT PIS 71 7

AR	ARGAI RONSO			
Scout Leve Contract D OP Needed Special Shi	iration. 10 Sign	10 30 M.A		
END ATK PAS SHT BLK CAT RNG REC SPD RCH	87A07 43 10 9 17 11 5 110 157 30 50	MAX 71 27 30 53 73 31 120 178	6 7 7 5 8 6 6 .	

ZONDI RONSO			
Scout Level Contract Du CP Needed Scenal Sho	ration to Sign:	10 30 N/A	
END ATK PASS SHT BUK CAT RNG REC SPO RCH	35 20 12 9 21 6 72 141 30 60	93 56 39 29 40 31 118 153	97

GA	GAZNA RONSO			
Street Lave Contract Du CP Naeded Street & Street	irahon:	10 30 Overhead Vo	rley	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	28 15 17 11 6 4 71 125 30	91 56 73 37 39 21 101 164	8 4 4 4 6 55 8 · · ·	

DA	RG.	A RC	NSO .
Schut Lever			
Contract Der	ation	10	
Co Needed to	з Бирп.	30	
School Shot	Scale Shot		
END ATK PÅS SHT BUK CAT RNG REC SPD RCH	41 20 17 3 17 3 93 108 30 60	75 55 55 18 30 123 152	97. 64. 4. 2. 8.

NU	NUVY RONSO			
Scoul Level Comment Be CP Needed Special Sho	to Sign.	10 30 NA		
END ATK PAS SHT BLK CAT RNG REC SPD RCH	31 11 21 9 9 4 53 125 30 60	95 52 55 40 30 31 109	65554 8 8 8 -	

ZA	ZAMZI RONSO			
Strut Levit Contract D CP Needed Spruial Sho	ration to Sign	10 30 NA		
END ATK PAS SHT BLAT RNG REC SPD RCH	31 26 12 1 11 18 56 73 30	95 54 42 27 39 19 107 111	8	

305

GUADO GLORIES

GIERA GUADO			
Secut Level Centract Ouration: CP Needed to Sign. Species Shet		10 30 Overhead Volley	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	5 4 29 6 4 5 180 190 27 55	31 31 72 41 28 30 200 250	5557-88444 999

PAH GUADO			
Scout Develor Contract Duration CP Needed to Sign: Special Shot		10 30 N/A	
END ATAS PAST SHT BLK CAT RNG REC SPD RCH	\$TART 5 7 42 1 7 2 131 200 24 70	12 37 73 40 21 165 250	TPT PTS

ı	ZAZI GUADO			
	Scout Leve			
	Contract Da	aration.	18	
ı	CP Needed to Sign:		30	
ı	Special Shot:		Overhead Volley	
ı	STAT	START	MAG	OPT PTS
	END ATK PAS SHT BLK CAT RNG REC SPD RCH	38 6 8 3 195 195 28 55	31 41 74 55 37 30 220 250	4 6 6 7 4 4 8 9 9 -

YIL GUADO			
Scout Level Contract Duration CP Needed to Sign: Special Shot	10 30 N'A		
### ##################################	MAX OPT PIS 11 3 55 5 91 9 10 4 51 7 17 7 220 8 168 8		

| NAV GUAD O | Sessi Level | Contract Duration | 10 | CP Needed to Sign. | 30 | Sessis Shot | N/A | | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 |

WC	WON GUADO			
Scout Level Contract Ou	_	10		
CP Needed Special Sho		30 Overhead Volley		
STAT EAU ATK PAS SHT BLK CAT RNG REC SPD RCH	\$TARY 4 8 555 3 9 1 235 120 27 60	12 54 93 11 73 11 250 187	0PT PTS 6 4 8 31	

AUDA GUADO			
Scout Level Contract Duration: CP Needed to Sign Space Shat		10 30 Corkscrew Shot	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	374AV 4 6 53 4 8 5 240 170 28 60	41 52 93 28 54 10 150	6PT PTS 55 - 9-4

NOY	NOY GUADO			
Scoul Level. Contract Durat CP Needed to Special Shot	-	10 30 N A		
END ATK PAS SHT BLK CAT	20 20 20 20 20 20 20 20 20 20 20 20 20 2	43 38 53 12 10 52 109 220	4 5 - 4 5 00 7 - (D)	

BESAID AUROCHS

BECLEM				
Scout Lave	_			
Contract D	-	10		
CP Needed	to Sion:	60		
Special Sh	Special Shot		Overhead Volley Corkscrew Shot	
TATE	START	MAX	BPT PTS	
END ATK	38	56 38	9	
PAS	29	40	6	
SHT	42	75	9	
BLK CAT	9	16	4	
RNG	120	125	3	
REC	190	187	g	
SPD .	30	100	*	
RCH	50	1	*	

JASSU				
Scout Level: Contract Ou	ration:	10		
CP Needed 1 Special Shot		60 N/A		
END ATK PATT BLAT BLAT BNG REC REC REC REC REC REC REC REC REC REC	18 48 21 10 24 1 80 175 30 65	MAX 38. 62. 52. 37. 75. 20. 91. 188.	6	

WAKKA				
Scout Leve Contract Di CP Needed Special Sho	to Sign:	10 60 Overhead Vo	illey	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	35 6 10 48 7 2 130 180 30 50	72 39 27 74 40 16 134 190	OPT PTS	

BOTTA			
Scout Leve Contract D CP Needed Special Sho	uration: to Sign:	10 60 N/A	
END ATK PAS SHT SHT RNG REG SPD RCH	22 48 19 3 19 3 52 124 30 65	52 72 53 12 39 10 83 131	97 PTS 47 80.01 67 4 79 45 66

LETTY			
Scout Lavel Contract Dural CP Needed to Scenal Shot	_	10 60 N A	
ATK PAS SHT	514.31 22 20 45 25 9 2 80 120 30 60	56 41 92 31 73 17 69 198	9PT PTS

VII	VILUCHA			
Specificate Do Contract Do Collegeded SpecificSho	ration. to Sign	10 50 M/A		
ENO ATK PASS SHT CAT RNG REC SPD RCH	24 25 32 1 12 1 107 114 33 60	53 92 30 92 29 38 120 124	6 9.7 5.5 5.5 6.5	

DA	DATTO			
Scout Leve Contract Dr CP Needed Scools Sho	irabon to Sign.	10 60 VA		
EMD EMD ATK PAS SHT BLX CAT RNG REC SPD RCH	31 22 24 4 22 3 85 110 40 60	95 51 74 37 40 19 87 140	85 6 5 4 3 7	

KEI	KEEPA				
Scout Level Contract Duration: CP Needed to Sign: Scottal Shot		10 60 N A			
END ATK PAS SHT BLK CAT BNG REC SPD RCH	3 5 4 1 4 39 50 87 40 40	16 21 19 99 18 74 67 99	9PY PTS 4 4 4 7 5 5		

Battle System





Mini-Games



ZANARKAND ABES

KIRYL			
Social cevel Contract Di CP Needed Special Shi	to Sign:	10 90 Overhead V	ole:
END ATK PAS SHT BLK CAT RNG REC SPD RCH	43 23 31 63 20 8 180 155 30 30	75 26 59 95 42 13 190	OPE PTS 7 4 5 9 4 3 9 -

NAYA				
Scout Leve				
Contract Di	pration:	10		
CP Needed	to Sign.	90		
Special Shi	ot.	Overhead Volley Corkscrew Shot		
SYAT	START	BAR	OPT PTS	
END ATK	51	99	5	
	41	39 53 35 53	0 00 00 00 00 00 00 00 00 00 00 00 00 0	
PAS SHT BLK	29	35	5	
CAT	10	19	3	
RNG	200	230 154	ģ	
REC SPD	30 41 29 48 10 200 121 35 60	154	8	
ĂCH	60			

STAR PLAYER			
Scoot Lave Contract Di CP Needed Special Ship	ration to Sign.	10 90 Overhead Vi	olley, Corkscrew Shot
END ATK PAS SHT BLK CAT RNG REC SPO RCH	37 47 27 30 98 10 2 190 174 32 50	92 36 73 99 42 13 199 250	PPI #TS 7 4 4 4 4 3 3 7 7 6

SUZ	SUZAM				
Scout Level Centract Duri CP Needed to	Sign.	10 90			
SOROUS Shot UTAT END ATK PAS SHIT BLK CAT RNG REC SPD RCH	\$1403 30 61 31 12 41 3 90 98 30 80	40 99 39 13 55 17 100 116	のに、一つのに、一つのに、一つのに、一つのに、一つのに、一つのに、一つのに、一つ		

TOMA				
Scout Leve Contract Di CP Neaded	iration: to Sign:	10 90		
Special Sha END ATK PAS SHT BLK CAT RNG REC SPD RCH	30 21 27 68 19 8 140 135 38 30	0verhead V MAX 55 38 52 71 39 10 145 159	Oley	

LU	LUPERIS				
Scout Leve	Ł _	٠			
Contract D	uration:	10			
CP Needed	to Sign:	90			
Special Shi	M.	Corkscrew :	Shot		
STAT	START	MAX	OPJ PTS		
ATK PASS SHT BLK CAT RNG HEC SPD RCH	30 54 32 2 2 8 9 34 90 30 70	53 92 55 28 31 10 67 113	6.8 6.4 4 N.6.7		

SH.	SHAFT				
Centract Ov	Scout Level. Centract Ouration.		10		
CP Needed to Sign. Special Shot		Overhead V	olley OPT PTS		
ATK PAS SHT BUK CAT RNG REC SPD RCH	37 30 51 32 41 12 102 120 40 50	74 40 74 34 58 20 116 160	46944387		

_					
CE	CETAN				
Special Leve Contract Co CP Needed Special Sh	tration to Sign.	10 90 N A			
END ATK PAS SHT BLK CAT RNG REC SPD RCH	57 ADV 11 30 5 2 18 - 54 90 21 30 30	38 30 72 20 71 93 120 36	0 PT PTS 4 4. B: 37 7 7 9 8 8		

SCOUT LEVEL: 1

UKYOU,				
Scout Leve Contract D CP Needed	to Sign:	1 10 10		
Special Shi END ATK	START	MAX 61 16	0PT PT\$	
PAS SHT BLK CAT RNG REC	3 5 4 5 1 38	26 31 28 11 78 132	7 4 6 4 7	
SPD RCH	38 55 30 55		-	

BALKAI				
Scout Level:		1		
Contract Duration	on:	10		
CP Needed to S	ign:	10		
Special Shot:		N-A		
END 6 ATK 9 PAS 3 SHT 2 BLK 1. CAI 1 BNG 56 SPD 3	3 0 4 0	33 74 60 20 53 17 73	0P1 4 6,5 4 6 Q 8 8	

SHUU				
Scout Level Contract Duration: CP Needed to Sign: Special Shot		1 10 10 Overhead Volley		
END ATK PAS SHT BLK CAT RNG REC SPD RCH	7.2.2.9.1.2.5.1.5.5.8.3.0.60	62 37 39 45 19 16 102 112	OPT PTS 7.5.4 6.4 3.00 8.	

HILDI				
Scont Level Contract Ou CP Needed Special Sho	ration: lo Sign:	10 10 10 N'A		
END ATK PAS SHT BLK CAT RNG REC SPD RCH	511 511 30 60	21 38 53 42 51 89	0P1 PTS 4 33 4 7 50 2 7 60 2 7 7 60 2 7 60 2 7 7 60 2 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	

SULYA				
Sctut Leve		1		
Contract De		10		
CP Needed	to Sign:	10		
Special Sho	it	N'A		
END	\$TART	MAN 39	GPT PTS	
ATK PAS	3	30 10 13 30	5336386	
SHT		13	3	
BLK	3	30	6	
CAT RNG	3 8 36 65 30	57 80	8	
REC	65	72.	ě.	
SPD	30		-	
RCH	60			

ROPP			
Sonut Level Combact Di	ration:	10	
CP Needeo Special She		HA.	OPT PTS
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 12 6 2 11 1 48 45 30 60	28 40 26 19 60 26 81 .78	4 60

NEDUS				
Scout Level Contract Duration OP Needed to Sign. Scenal Shot	1 10 10 KA			
END 4. ATK 4. PAS 8. SHT 2. BLK 2. CAT 3. RNG 41. REC 566 SPD 30. RCH 60	41 40 58 27 56 57 75 106	6PT P1S		

SCOUT LEVEL: 2

ZALITZ			
Secul Level Contract Du CP Needed Special Sho	ration to Sign:	10 15 N:A	
END ATK PAS SHT BLK CAT ANG REC SPD RCH	18 7 6 2 15 4 51 78 38 60	52 42 56 28 72 39 91 150	65 9 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4

NHADALA			
Scout Level	2		
Contract Duration:	10		
Co Needed to Sign:	15		
Special Shot:	NX		
### STATE ### END ### 8 ### ### ### ### ### ### ### ###	26 5 5 71 4 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7		

JUMAL			
Sooul Leve		2	
Centract De	-	10	
CP Needed	to Sign:	15	
Special Shot.		N'A	
STAT	START	MAX	OPT PTS
END ATK PAS SHT BLK CAT BLC REC SPD RCH	9 15 9 4 6 5 43 50 30 60	44 94 11 6 60 57 100	89 4 n 4 n 87,

NAIDA			
Scout Lavel		2	
Contract Du	ration:	10	
CP Needed	to Sign:	15	
Special Shot		N/A	
STAT	START	MAX	OPT PTS
ATK PAS SHT CAT CAT CAT CAT CAT CAT CAT CAT CAT CA	3 10 12 3 54 70 30 60	75 20 56 54 42 28 118 130	ea, ea ea, ea, ea, ea, ea, ea, ea, ea, e

MEP			
Social Leve		2	
Contract Du	iration:	10	
CP Needed	to Sign:	15	
Special Sho	t t	Overhead Volley	
STAT	START	MAK	OPT PTS
E A PART A SECOND TO SECON	13 13 13 1 71 68 30 60	54 55 75 75 29 98 115	(D-4)4-(D-4)(N-1)(D-4)

DURREN			
Scout Level Contract Duration:		10	
CP Needed Special Sho	The second second	N/A MAX	OPT PTS
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 16 4 15 5 64 61 30 60	51 31 53 37 79 39 120 154	6 4 8 4 9 9 9 9

SCOUT LEVEL: 3

KIYURI			
Scaut Lavel. Contract Duration: CP Needed to Sign Special Shot		3 10 20 N/A	
END ATK PAS SHT BLK CAT ENG REC SPD RCH	\$1ART 15 26 9 11 12 8 85 95 30 60	55 95 42 20 21 16 110 136	0 PT 8 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

JAIALAI			
Scout Level:	3		
Contract Duration:	10		
CP Needed to Sign:	20		
Special Shot:	N/A		
SYAY START		OPT PTS	
END. 12 ATK 25 PAS 23 SHT 11. BLK 12 CAT 9. RNG 70 REC 80 SPD 38 RCH 60	38 75 16 30 30 130 110	4 0) 00 4· (D) (D) 00 (0) .	

SHAAMI			
Scoot cevel Contract Duration. CP Needed to Sign	3 10 20		
Special Shot	Corkscrew Shot ### OPT PTS 53 8 39 6 29 4 72 9 31 4 19 3 125 8 171 9		

MIFUREY				
Scout Level Contract Duration; CP Needed to Sign: Special Shot		10 20 Overhead V	olley	
END ATK PAS SHT BLK CAT ANG REC SPD RCH	20 3 2 1 29 64 77 30 60	MAX 31 28 26 16 18 73 70 192	0PY PYS 6 4 4 3.7 7 9 6 8	

ZEV RONSO			
Scout Level Centract Duration CP Needed to Sign: Scena Shot	3 10 20 H A		
### STATE	31 4 64 9 39 4 42 5 68 9 56 7 92 7 175 9		

YUMA GUADO			
Scout Level Contract Duration:		3 10	
CP Needea to Sign: Science: Shet		20 NA	
FILE FND ATK PAS SHIT BLK CAT REC SPD RCH	31ABT 13 11 11 6 27 5 56 74 30 60	39. 21 37 5 73 40 115 114	OPT PTS Standard Alexandrian Control

NEFFE			
Second Leve Contract D CP Needed Second Sh	uration: to Sign:	3 10 20 It A	
ENO ATK PAS SHT BLK CAT RNG REC SPD RCH	97A17 22 11 10 21 11 8 70 70 70 30 60	73 56 51 73 41 31 120 156	99 9

Baltle System

3

Accessories



SCOUT LEVEL: 4

ADDA			
Scout Level Contract Du CP Veeded Scena' Sho	ration to Sign	4 10 30 N:A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	1 27 1 3 5 58 110 30 60	28 56 93 29 40 10 110 174	67-0157-01800

FOBBI	
Scout Level	1
Contract Duration	10
CP Needed to Sign:	30
Special Shot.	N/A
STAT START END J9 ATK - 11 PAS 14 SHI 2 CAT 9 RNG 72 REG 145 SPD 30 RCH 60	MAX OPT PTS 22 4 31 - 5 51 8 3 - 2 93 - 72 104 7 168 8

CAI	HH.	AN	
Scout Level Contract Duri CP Needed to Seedial Shot) Sign	10 30 N.A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	START 18 22 31 11 24 5 120 72 30 60	38 51 76 30 74 28 132 200	57-9-6-9-4-9-80

MI	YU		
Scout Leve		4	
Contract Du	ration	10	
CP Needed	to Sign:	30	
Spanial Sho	Spanisi Shot		folley, Corkscrem Shot
STAT	STARF	MAX	OPT PTS
END ATK PAS SHT BLK CAT ENG REC SPD RCH	24 21 16 32 16 9 72 82 30 60	54 41 41 83 39 38 110 210	55596689

KW	INI	V	
Stant cave Centract Du OP Needed Special Sho	to Sign	10 30 Corkscrew S	Shot
END ATK PAS SHT BLK CAT RNG REC SPD RCH	1 3 2 1 24 93 10 30 60	3 4 5 4 2 94 95 23	BPT PIS

RII	V		
Scout Level Contract Du	rration:	10	
OF Needed Special Sho		30 N.A	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	19 11 19 35 15 7 93 91 30 60	53 27 52 73 52 27 135 152	9 PT PTS 9 5-7 - 9 4 8 8

TA'	ГТЅ		
Scout Level Contract Duration OF Needed to Sign: Scenal Shot		10 30 Overhead Volley	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	25 15 18 32 15 2 100 100 30 60	55 42 39 92 96 41 121 188	OT PTS

SCOUT LEVEL: MAX

ISAARU			
Scout Leve Contract Du	ration	MAX 10	
CP Needed to Sign. Special Shot		40 N.A	401 070
END ATK PAS SHT BLK CAT REC SPD RCH	35 2 42 1 39 1 11 130 30 60	92 10 96 12 96 10 22 210	រាមមាលមាលាមា

MARO	DA
Scout Level: Contract Duration:	MAX 10
CP Needed to Sign: Special Shot:	HA APT PTS
END 8 ATK 18 PAS 31 SHT 17 BLK 11 CAT 10 ANG 90 REC 135 SPD 30 RCH 60	41 27 92 19 19 7 29 40 105 158 158

AUI	BOI	RINI	3
Scout Level:		MAX	
Contract Dur		10	
CP Needed to	o Sign:	40	
Special Shot		製造	
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 3 99 1 5 10 10 60 60	2. 4 4 99 2 6 11	22222

YUYUI	
Scout Level Contract Duration CP Needed to Sign Special Shot	MAX 10 40 N.A
END 1 ATK 1 PAS 1 SHT 1 BLK 1 CAT 1 RNG 1 REC 1 SPO 30 RCH 60	99 1 99 1 99 1 99 1 99 1 1 99 1 255 1

DC	DONA				
Scout Leve	N .	MAX			
Contract D	uration	10			
CP Needed	to Sign	40			
Special Sh	et	NA			
STAT	START	MAX	OPT PTS		
END ATK PAS SHT BLK CAT RNG REC SPD RCH	25 25 25 24 26 25 73 73 28 60	52 52 51 54 52 54 84 84	555555		

LUCIL						
Social Lever		MAX				
Contract Our	ation:	10				
C# Neaded to	Sign.	40				
Special Shot:		Overhead Volley, Corkstrew Shot				
END ATK PAS SHT BLK CAT RNG REC SPD RCH	7 7 7 7 7 7 7 7 7 77 77 77 77	77 77 77 77 77 77 77 177 177	OPT P35 7 7 7 7 7 7 7 7 7			

BARTHELLO					
Schull Leve Contract Di CP Needed Seams, Shi	rration to Sign	MAX 10 40 Corksoleu Shot			
END ATK PAS SHT BLK CAT RNG REC SPD RCH	3 6 39 4 41 5 33 30 60	42 20 18 94 31 92 71 90	DPT PTS 7 5 4 9 7 5 6 5		









1 Accessories





When Available:

Chapters 1, 2, 3, 4, and 5

Location:

Throughout Spira

Objective:

Celsius

Collect all 26 primers to master the Al Bhed language.

If you played FINAL FANTASY X, then you should know that the only way to learn the Al Bhed language is to acquire all of the Al Bhed Primers and learn each letter. After acquiring some of the Primers, you'll notice that when someone speaks to you in Al Bhed, some of the letters appear pink in color. There are 26 volumes of the Primers and each one teaches you a different letter. After collecting all of the Primers, you'll find that you can understand Al Bhed perfectly!

SO THAT'S WHAT THEY WERE

It scouring Spira for Primers isn't for you, walt until you play the game a second time with the "New Game Plus" file. This tile enables you in start the game with all the Al Bhed primers you previously collected and allows you to search the game for the ones you missed.

E AL BHED

The following table indicates how to acquire all 26 volumes of the Al Bhed Primer. Now you have no excuse not to get them all!

							and a side of the side of	
	Bikanel Desert	X	X	X		X	6	During the Digging mini-game, you can f scattered throughout the desert.
	Celsius	Х	-	-			3	After finishing the first mission, talk to Brithree volumes.
	elsius	Χ		-	-		1	After finishing the first mission, and before broadcast, talk to Buddy.
	Djose Temple	X	X	-	•	-	1	Sign up for the Digging mini-game with (will relinquish one volume.
I	Lake Macalania	Х	X	-	-	-	1	Speak to the Al Bhed woman in front of the "Follow That G'aka" mission begins.
١	Bikanel Desert	X	- 1	-	-		1	You get this volume on your lirst visit to lead the finishing the mission "Behind the Solid line locker room area of Luca Stadium."
ı	Celsius		X	-	i i		1	Speak with Shinra at the start of Chapter : Speak to Gippal at the Temple.
4	Djose Temple	-	â	X	-	-	1	Before the Holspot link to Djose Temple a the Temple and speak with Gippal.
	Otose Temple	ž.		X	-	-	1	Start the "No Way, Ojose" mission.
	Lake Macalania Opisius		-	-	Х		1	Complete the "Secure the Agency" missic At the start of Chapter 4, talk to Paine on return to the bridge.
ı	Ojose Temple (CommSphere)				Х		1	Watch the first event through the Djose Te
l	Diose Temple (CommSphere)		•	-	X		1	Watch the sixth event through the Djose 1
	Macalania Woods (CommSphere)		-	-	Х		1	Watch the first event through the Macalan
ò	Djose Temple	-	-	-	-	Х	1	You win this one when you defeat the Exp Theatre" mission inside Djose Temple.
	Thunder Plains			-	-	Х	1	Complete the "A Fallen Genius" mission i rescuing Cid.

find Al Bhed Primers

Brother. You can get up to

ore you hear Brother's

Gippal at Djose Temple; he

the Travel Agency before the

Bikanel Desert.

Scenes" in Luca, look for Rin in

appears in Chapter 2, go to

the deck of the Celsius and

Temple CommSphere.

Temple CommSphere.

ania CommSphere.

periment in the "Masterpiece

in Thunder Plains by

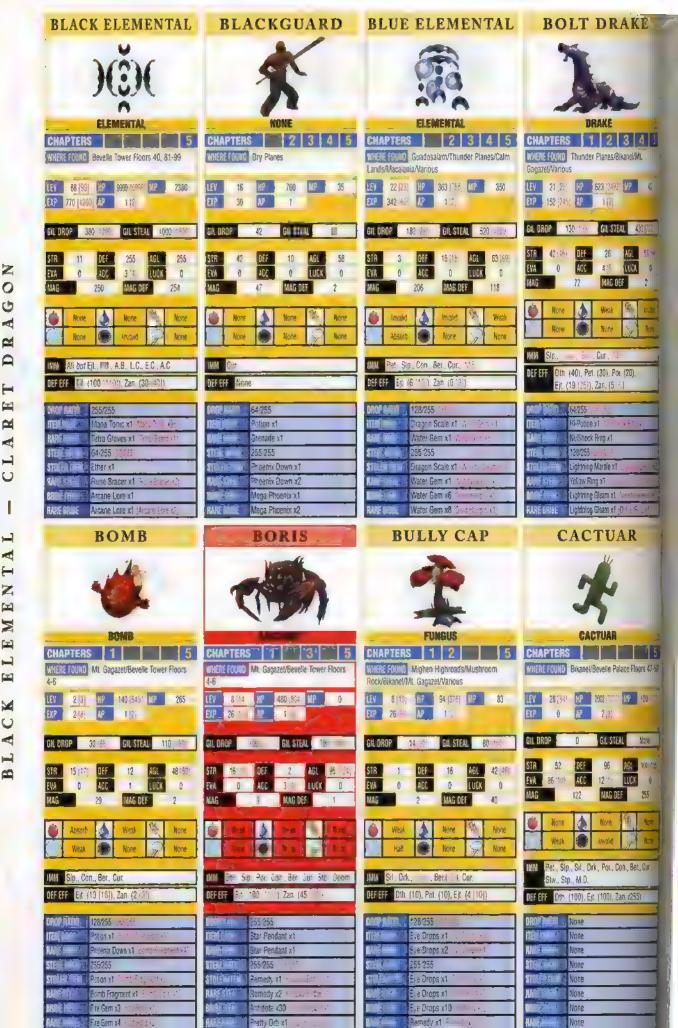
Watch the scene in which Buddy and Brother talk on the deck of the Celsius.

LEGEND







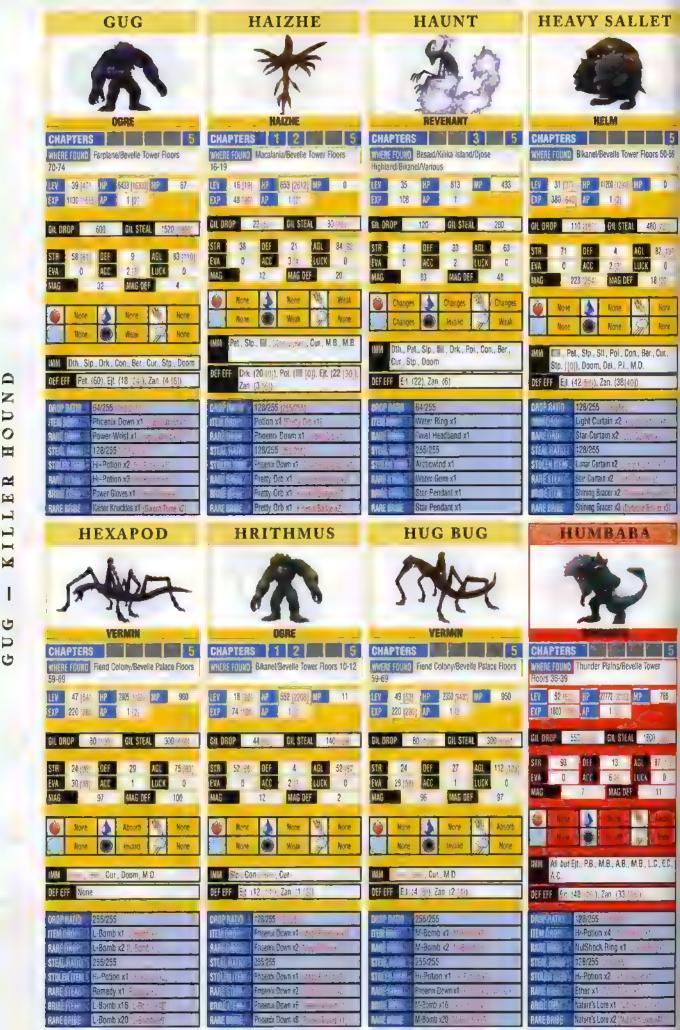




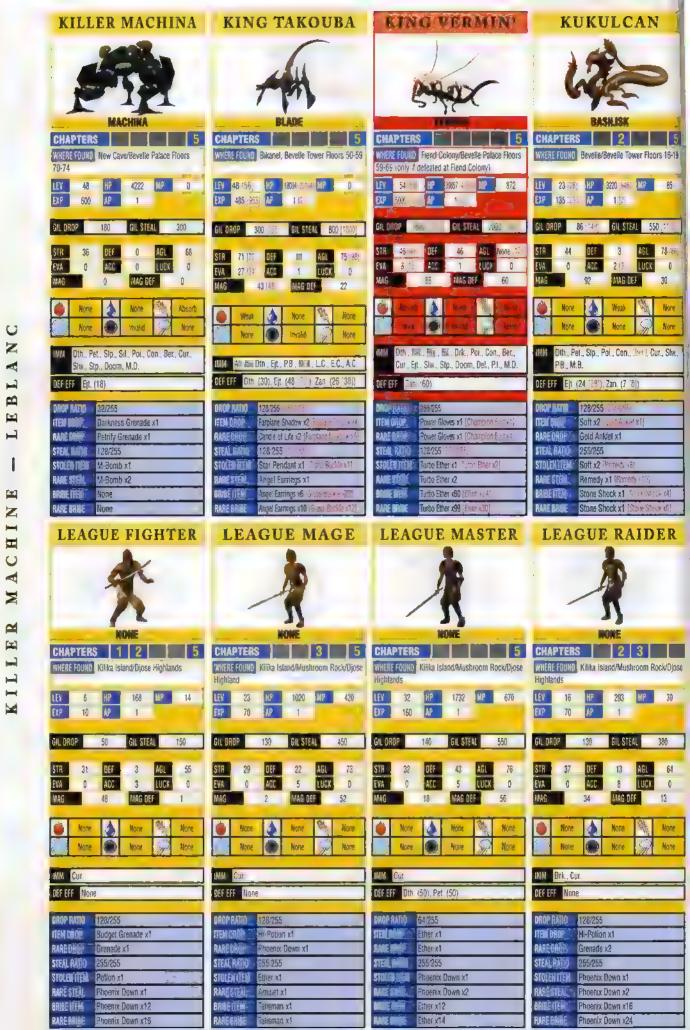




















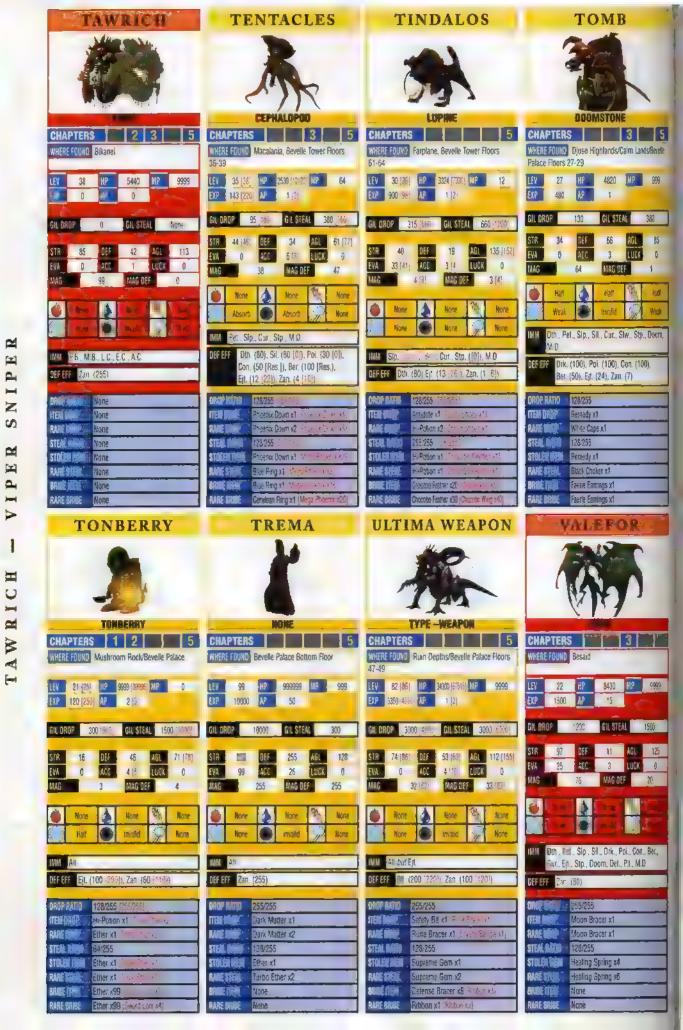








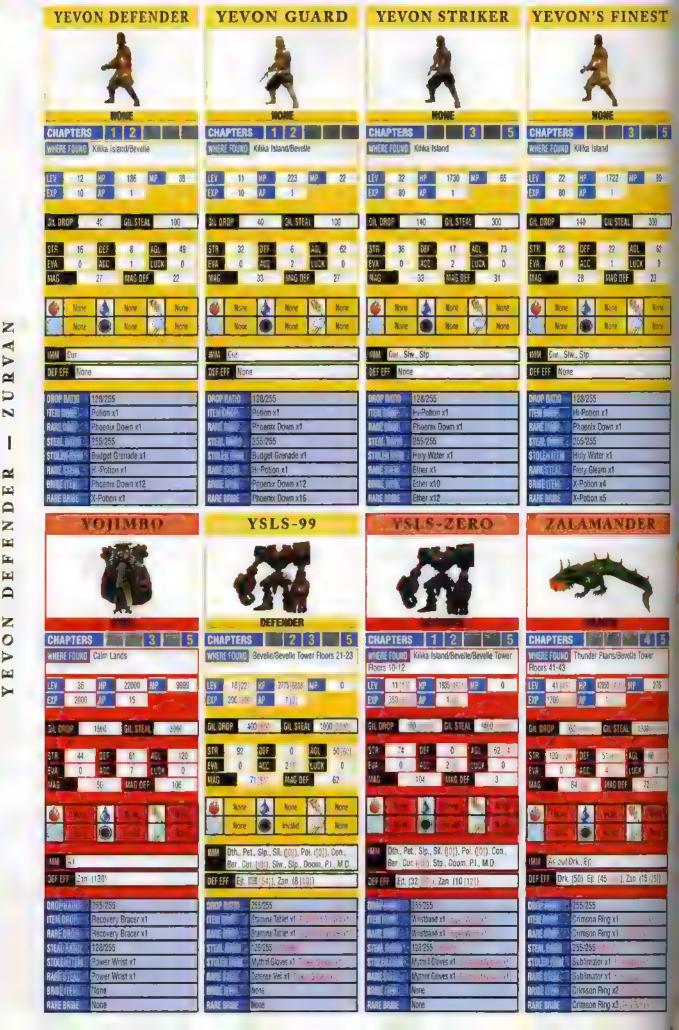


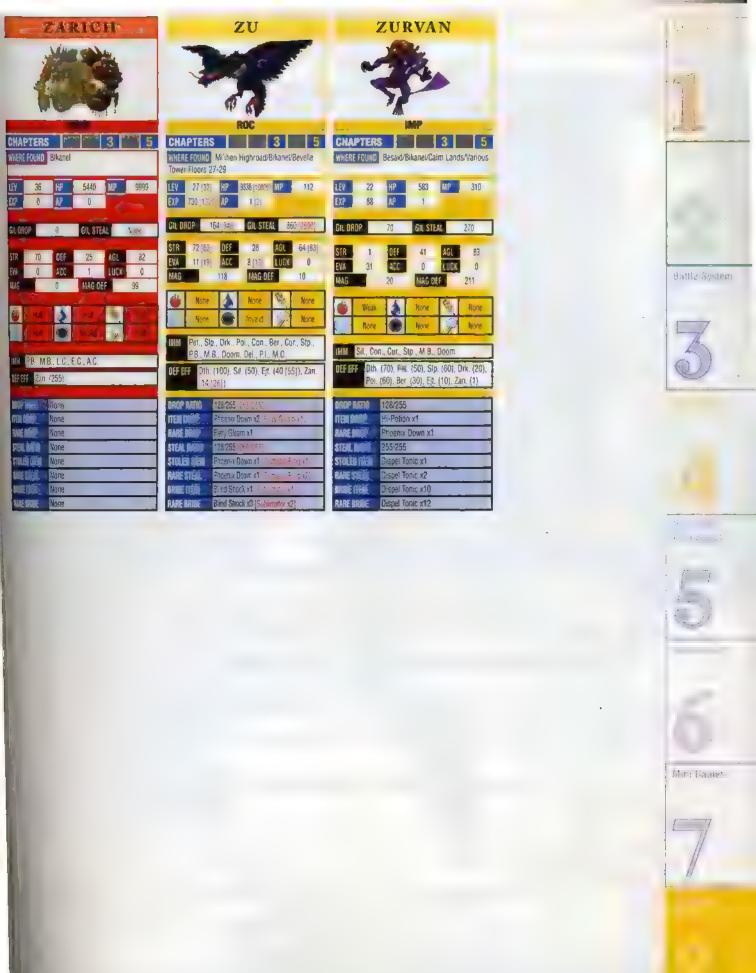












ORIGINAL PRODUCTS FROM SQUARE ENIX

Fully articulated with bonus parts and accessories.



No.2 Rikku [6 inch]



No.1 Yuna [6 inch]

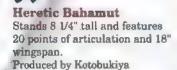


No.3 Paine [7 inch]

FINAL FANTASY X-2 HERETIC MONSTERS

Heretic Yojimbo Stands 8" and comes with his faithful lion dog companion, Daigoro.

Produced by Kotobukiya



Don't miss Kotobukiya's original FFX-2 1/6 scale soft vinyl statues of YUNA, RIKKU and PAINE coming soon!!

© 2003 SQUARE ENIX CO.,LTD. All Rights Reserved. MAIN CHARACTER DESIGN: TETSUYA NOMURA FINAL FANTASY is a registered trademark of Square Enix Co., LTD.

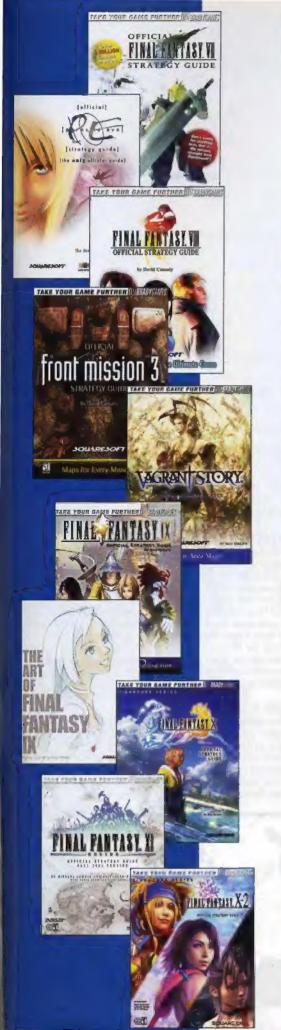
The images are prototypes and may vary slightly from the actual product.

www.artfx-kotobukiya.com OBUKIYA into@artfx-kotobukiya.com



To find a store near you selling the FFX-2 figures, please visit csls.diamondcomics.com or call 1-888-COMIC BOOK. Retailers, to carry FFX-2 figures in your store, please contact the sales staff at Diamond Comic Distributors ■ 410-560-7100 or

newaccounts@diamondcomics.com. www.diamondcomics.com





BradyGAMES published its first strategy guide in November of 1993, and every year since then, we've made great efforts to give you the best guides possible. Now celebrating our 10th anniversary, we'd like to take this opportunity to say a few things and extend a special invitation to you—our readers.

First of all, THANK YOU! Whether you're a long-time customer, or this is your first BradyGAMES guide, we appreciate your support. We hope that our guides have enhanced your overall experience when playing games. These days, completing a game isn't just about how quickly you finish. It's about uncovering absolutely everything a game has to offer: side quests, mini-games, secret characters, and multiple endings just to name a few. That's what the TAKE YOUR GAME FURTHER® banner at the top of our guides is all about.

Many games deserve more than just a standard strategy guide, and we recognize that. Our guides are produced with the highest quality standards and are tailored specifically for the games they cover. With the introduction of our Signature Series and Limited Edition guides, we raised the bar even higher.

Now for the "invitation" part. Although we constantly challenge ourselves to improve our guides, we'd like your help too. You're formally invited to tell us what you think about our guides. Like something we do? Let us know. Think something we've done is totally lame? *Please* let us know. We want your feedback no matter if it's good, bad, or just plain ugly. You can write or e-mail us at the addresses below, and we will read what you send. Your opinions are important to us, and may influence the direction for our guides in the future.

Write to: BradyGAMES 800 E. 96th Street, 3rd Floor Indianapolis, IN 46240 Send e-mail to: feedback@bradygames.com

For now, we hope you enjoy this guide. Thanks again for choosing BradyGAMES.







Dan Birlew

With Special Contributions by Elizabeth Hollinger & Wes Ehrlichman

©2004 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education 800 East 96th Street, Third Floor Indianapolis, Indiana 46240

©2003 SQUARE ENIX CO., LTD. All Rights Reserved. MAIN CHARACTER DESIGN: TETSUYA NOMURA. ALTERNATE COSTUME DESIGN: TETSU TSUKAMOTO. FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX and the Square Enix logo are trademarks of Square Enix Co., Ltd. The ratings icon is a trademark of the Entertainment Software Association.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO", and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board, and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (800) 771-3772 or visit esrb.org. For information regarding licensing issues, please call the ESA at (212) 779-4372. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

ISBN: 0-7440-0285-0

Library of Congress Catalog No.: 2003114153

Printing Code: The rightmost double-digit number in the year of the book's printing; the rightmost single-digit number in the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.

06 05 04 03

4 3 2

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Wartanty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

BRADYGAMES STAFF

Publisher

David Waybright

Editor-In-Chief

H. Leigh Davis

Marketing Manager

Janet Eshenour

Creative Director

Robin Lasek

Licensing Manager

Mike Degler

Assistant Marketing Manager

Susie Nieman

CREDITS

Title Manager

Tim Cox

Screenshot Editor

Michael Owen

Book Designers

Ann-Marie Deets

Doug Wilkins

Poster & Cover Designer

Dan Caparo

Production Designers

Wil Cruz

Bob Klunder

Chris Luckenbill

Tracy Wehmeyer

ACKNOWLEDGMENTS

Dan Birlew would like to thank the following people, without whom this book would have been impossible: Tim Cox, for leading this project like a well-honed drill sergeant; David Waybright, Mike Degler and Leigh Davis, for obtaining this project and assigning it to me; my co-authors Beth Hollinger and Wes Erlichman, for picking up the slack and helping us wrestle down this huge game in such a wickedly short amount of time; Jeremy Blaustein, for some excellent and fast translations; my brother Tom and Shannon, for spending all their time with us while they were visiting; and most importantly, my wife Laura, for allowing me to put everything else in our life on hold while I worked on this amazing project.

ABOUT THE AUTHOR

Dan Birlew is the author of 30 videogame books, including expert strategy guides on other Squaresoft and Enix titles such as Kingdom Hearts, FINAL FANTASY X, FINAL FANTASY Chronicles, and The Bouncer, to name a few. He is m graduate of the University of Texas, still cheers for the Horns every weekend, and spends his spare time beta testing software for several companies. He has been married for 10 years.

















OFFICIAL STRATEGY GUIDE

GARMENT GRIDS & DRESSPHERES

Learn the abilities and status bonuses for all 60 Garment Grid Complete abilities list for all 17 dresspheres including the special dresspheres!



NCLUSIVE

Everything you need to know about all the fiends in the game. Each fiend's strengths, weaknesses, and immunities are revealed. Plus, discover which items you can steal or attain by defeating them, including the rare include

COMPREHENSIVE WALKTHROUGH

Successfully travel through the world of Spira without missing a step. Complete every mission and trigger every scene.



MINI-GAMES

All the games within the game are covered in extensive detail. Whether you're looking to become the master at Sphere Break, the best digger in the Bikanel Desert, or the best marksman in the Gunner's Gauntlet, this section has it covered.

SQUARE ENIX.

www.square-enix-usa.com



© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. MAIN CHARACTER DESIGN: TETSUYA NOMURA ALTERNATE COSTUME DESIGN: TETSU TSUKAMOTO FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX and the Square Enix logo are trademarks of Square Enix Co., Ltd.

Looking to master the game completely? No problem! This flowchart reveals all the gameplay decisions and their end results.

TROP-NOTCHIBOSS SHRATEGY

No boss stands a chance against these powerful, easy-to-follow tactics.

2-SHDED POSTIER

Expanded coverage of the Alchemist, Lady Luck, and Gun Mage dresspheres.



PLUS MUCH MORE!

Including Area Maps and Accessory and Item Inventories

\$15.99 USA/\$22.95 CAN FOR SALE IN USA AND CANADA ONLY

ISBN 0-7440-0285-0

